LA Rams
Fritz Shurmur

Eagle 5
Defense

BEAR

TERMS - EAGLE DEFENSE

Eagle Defense - Involves 5 linebackers, 2 defensive linemen and 4 defensive backs - odd alignment with nose backer lined up over the offensive center on the line of scrimmage.

Hawk Defense - Involves same players as Eagle defense except nose backer stems to a linebacker position and is a weak pass defender or blitzer.

L - Left outside linebacker - strong or weak backer - a primary pass rusher except with change calls or blitz and peel assignments in blitzes.

R - Right outside linebacker - strong or weak backer - same responsibilities as "L".

Mac - Strongside inside linebacker whose adjustments may involve him lining up from normal position over the strong tackle, middle of the formation or over the weak back in the "W" position.

Nose - Nose linebacker lines up on the line of scrimmage over the center and will rush "A" gap strong or weak, run a game or drop in pass coverage.

Tackles - Aggressive pass rushers and run reactors.

Strong Safety - In eight man front - defense lines up over weak tackles and has specific run gap responsibilities along with pass coverage. In 7 man front adjustments plays as a linebacker or defensive back but does not have specific gap responsibility. Maybe a sky force man in some one back adjustments.

Free Safety - Deep pass defender and pass run option support man.

Weak Corner - Deep defender and secondary run support man.

Strong Corner - Deep defender and secondary run support man.

Rose - Call that indicates that a secondary man is the flat defender to our defensive right in a zone defense.

Linda - Call that indicates that a secondary man is the flat defender to our defensive left in a zone defense.

Roger - Call to nose telling him to take "A" gap to our defensive right.

Larry - Call to nose telling him to take "A" gap to our defensive left.

Randy - Tells the right tackle to charge into the "A" gap his side on the snap of the ball.

Lou - Tells the left tackle to charge into the "A" gap his side on the snap of the ball.

Rex - Call to nose and right tackle telling them to run a game with the tackle going first and taking the "A" gap with the nose 2nd and taking the "B" gap.

Lex - Call nose and left tackle telling them to run a game with the tackle going first and taking "A" gap with the nose 2nd and taking the "B" gap.

"A" Call - Tells the tackle to charge into the "B" gap his side because a backer or safety is blitzing the "A" gap.

"B" Call - Tells the tackle to charge into the "A" gap his side because a backer or safety is blitzing the "B" Gap.

Rip - Tells the nose to charge into the "A" gap to his right, the left tackle the "A" gap his side and the right tackle to charge hard thru the inside half of the offensive left tackle.

Liz - Tells the nose to charge into the "A" gap his side and the left tackle to charge hard thru the inside half of the offensive right tackle.

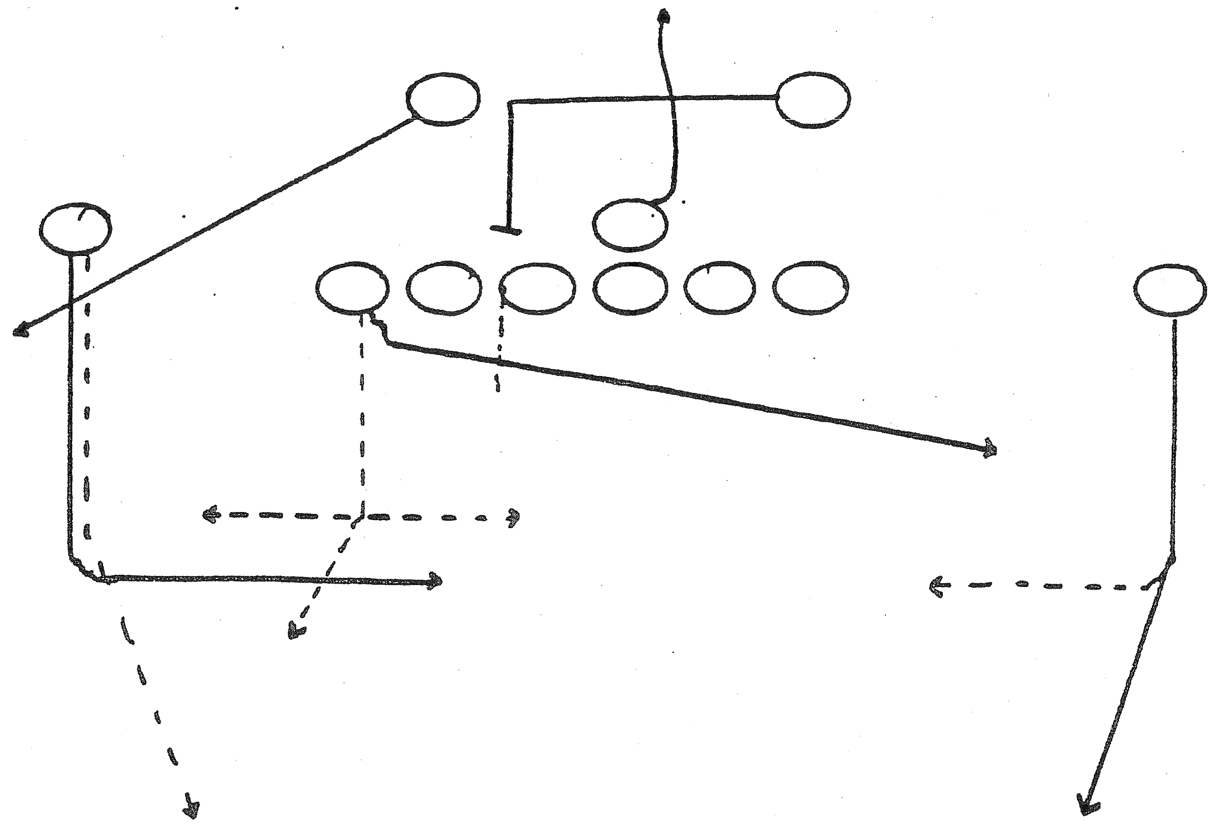
Change Call - Change of responsibilities between coverage men and rushers in Eagle, Hawk and Ram defenses.

Off Call - Call made to R and L by safeties telling them to drop in coverage.

On Call - Call made to R and L by safeties telling them to rush. Only used when motion changes an off call to an on call.

Yum Call - Call backer makes to nose telling him change of strength motion by the tight end is occurring - changing the hook drop of the nose in zone.

FLOW



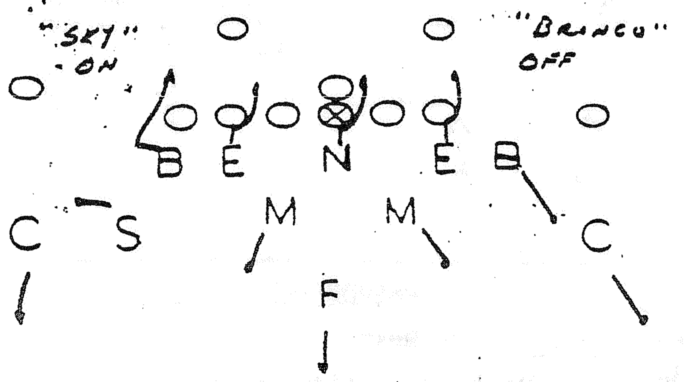
Flow is defined as both Backs going toward the strong side of the formation. These passes will be defended by pattern recognition and application of the following flow rules:

ZONE DEFENSES:

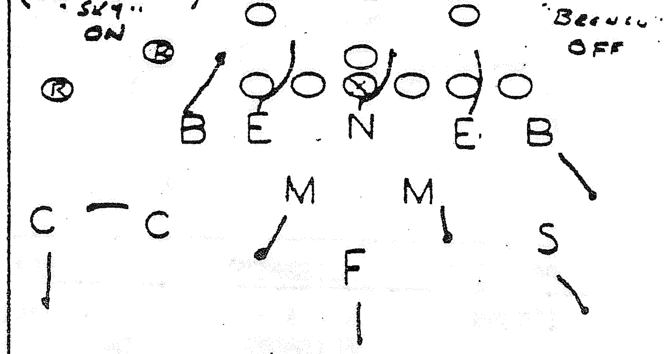
1. Strong Flat Defender - Hold on Z - React to F in flat.
2. Strong Hook Defender - Clear Tight End upfield - release to Z inside Quick to possible check. (Boot clear seam).
3. Weak Hook Defender - Work weak to strong crosser. (Boot carry crosser).
4. Weak Flat Defender - Look for crosser shallow to deep. Possible check. (Boot crosser to stretch with QB).
5. Deep 3rd on ½ Defenders - Play coverage called.

RAM ZONE

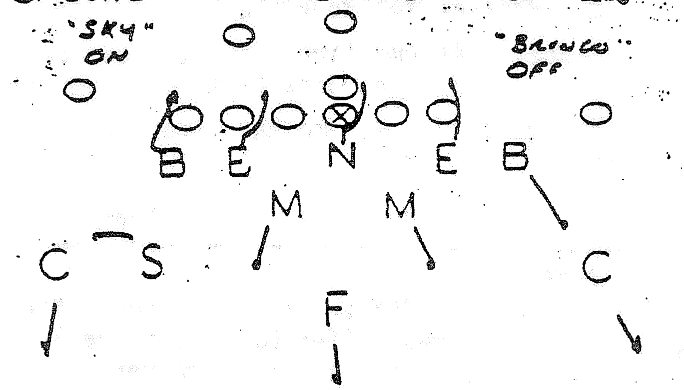
SPLIT LEFT - COVER 4 - BROWN



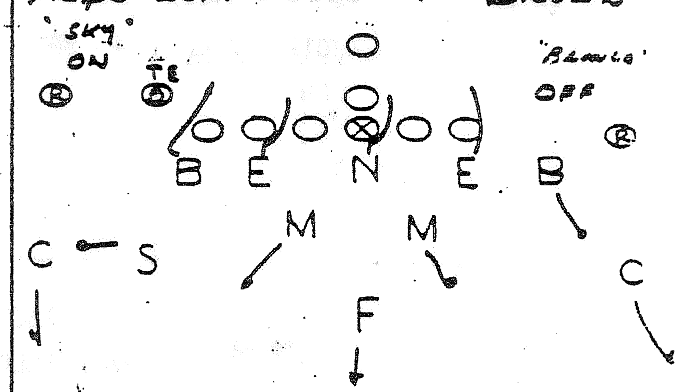
SPLIT SLOT LEFT - COVER 4 - BRO
(ALL SLOTS, 2 BACK PRO SETS



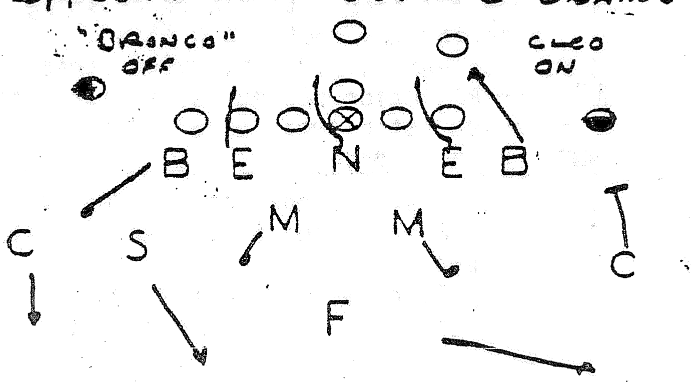
STRONG LEFT - COVER 4 - BROWN



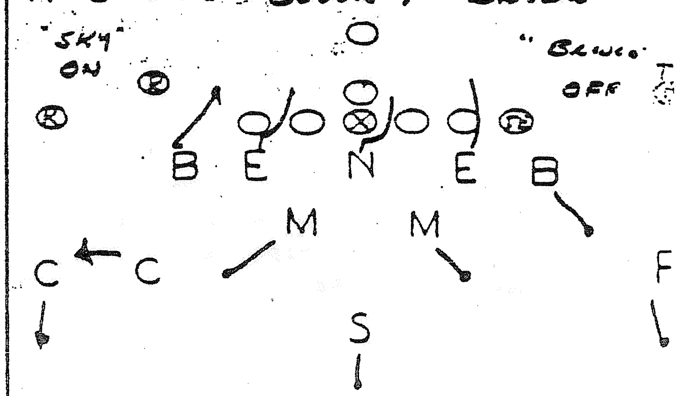
TRIPS LEFT - COVER 4 - BROWN



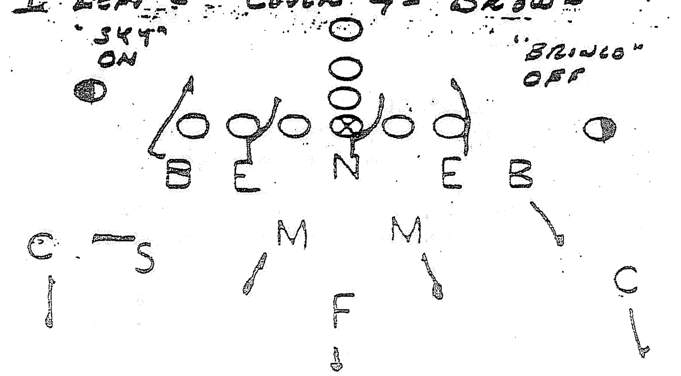
OPPOSITE LEFT - COVER 6 - ORANGE



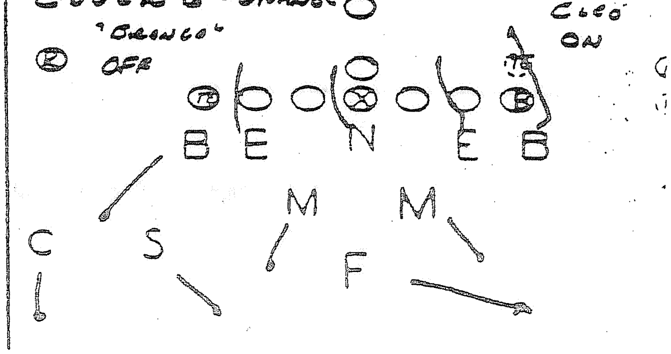
ACE LEFT - COVER 4 - BROWN



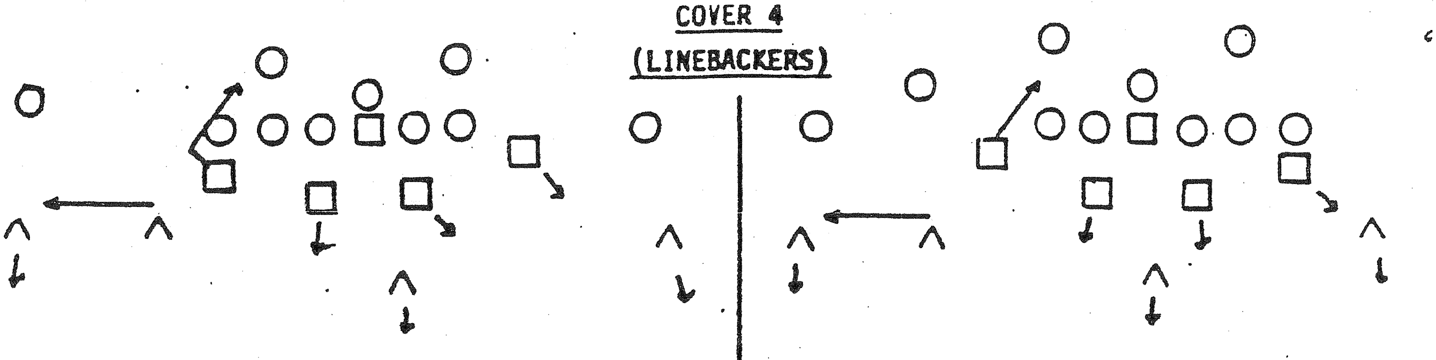
I LEFT - COVER 4 - BROWN



BLIZZARD / DOUBLE LEFT - COVER 6 - ORANGE



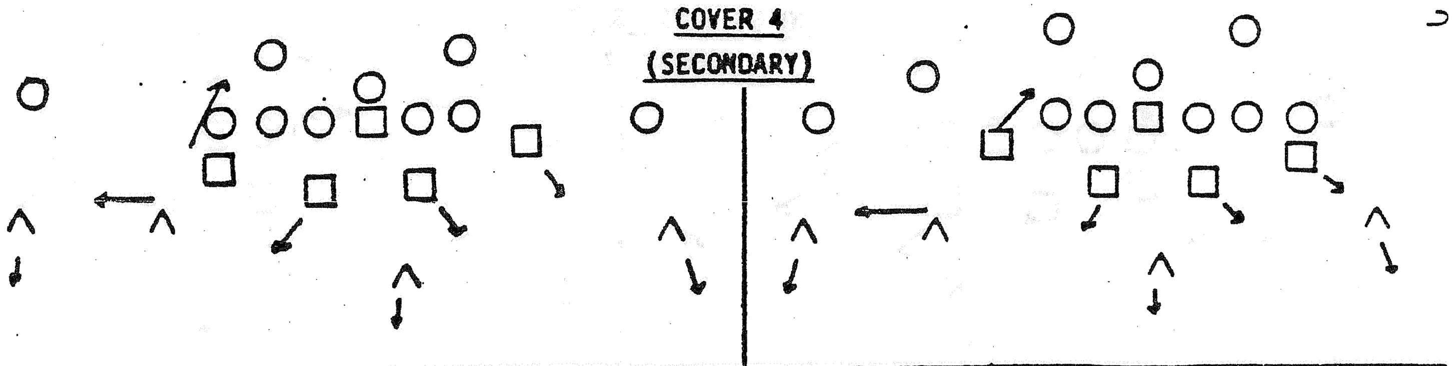
COVER 4
(LINEBACKERS)



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG BACKER	8 - 9 - 7 ALIGNMENT FRONT DICTATES AUDIBLE CALLS CLEO BUZZ FLAT	TE - STRONG BACK TO PULL-ING LANE BROWN	PASS: Pass Rush 1. Jam TE on inside release. 2. Protect fur Hook block on outside. 4-Buzz - Assume Strong Safety coverage zoning flat. Bronco Force (same as Cover 6). Change Call - Assume Mac Linebacker responsibility RUN Cleo, Sky-Fill Bronco-Force
WEAK BACKER	9 ALIGNMENT	NEAR BACK AND BACKFIELD ACTION TO X	PASS: 1. Open on 45° angle to outside.. Start drop to curl area. (See QB 3 step drop). 2. Vision X for quick in routes. 3. Vision w/B and react to pattern. 4. Progress from X to W/B to crossing patterns, altering the route to X first. C.P. - Screen outside in; quick screen inside out. Flow or 80 Action strong, alert for crossing route Flow or 80 Action weak zone responsibility. RUN: Bronco-Force
MAC	2 ALIGNMENT 4 YARDS OFF BALL	NEAR BACK TIGHT END	1. Open to strong hook area. (Read #2) 2. Wall TE or Strong Back reading strongside patterns. 3. Carry TE or Strong Back to middle area. 4. Flow strong - T.E. upfield to Z inside Quick to check. 5. Flow weak or 80 Action weak - open strong - ar drop - check T.E. 6. Buzz - Change call - Rush 7. Screen - Funnel inside out. C.P. - Checks delays, unders. QB breaks contain - late force SLOT - Weakside drop straight back - press T.E. or weak back on inside release.
MIKE	2 ALIGNMENT 4 YARDS OFF	NEAR BACK "X"	1. Open to weak hook area. Wall weak back. (Reac 2. Read patterns of Weak Back and X. 3. Carry Weak Back to middle area. 4. Flow weak or 80 Action weak play coverage. 5. Flow strung or 80 Action strong, work to midd area, look for crossing Receivers. 6. QB breaks contain - late Force. 7. Screen - Funnel inside out. C.P. - Checks - delays - unders. SLOTS - Stretch to Slot (angle on drop).

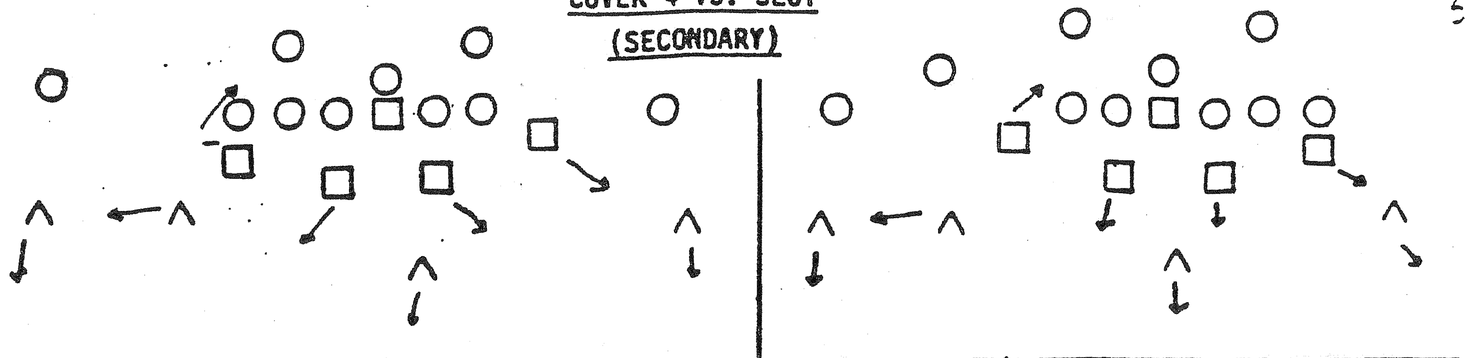
COVER 4

(SECONDARY)



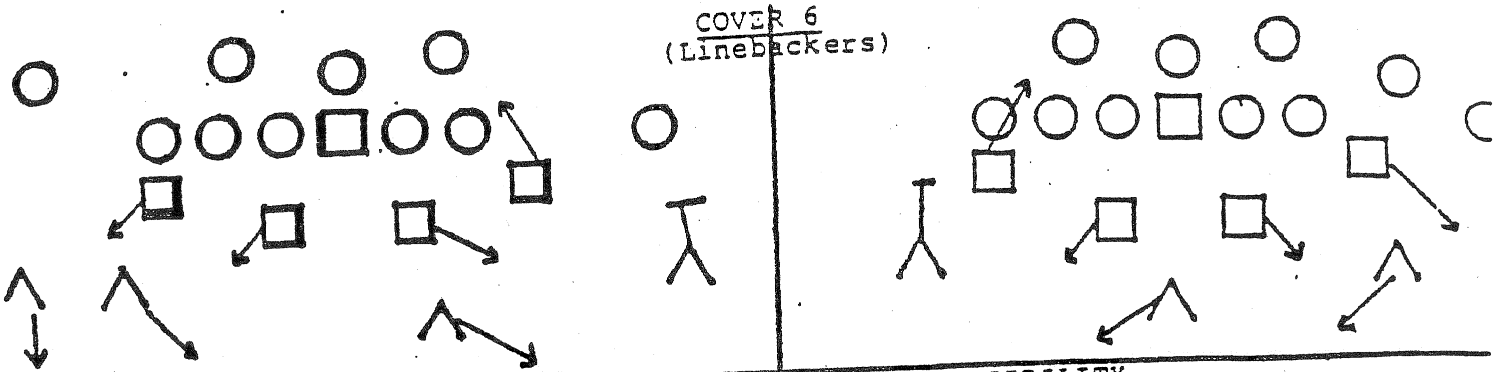
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG CORNER	7 YD. DEEP 1 YD OUTSIDE AUDIBLE - Brown CALLS: Cleo Buzz Flat	T.E. TO NEAR BACK LINEMAN	**PASS** 1. Deep outside 1/3 with pattern, read from TE and Receiver. 2. Keep outside position on Z. 3. Take Z post to alley, be alert for crossing Recs **RUN:** 1. Sky - secondary run support. 2. Cleo - change responsibility with Strong Safety. C.P. - Cleo - Screens outside in. Quick screens outside in.
WEAK CORNER	7 YDS DEEP 1 YD. OUTSIDE	TACKLE BACK TRIANGLE	**PASS:** 1. Deep outside 1/3 with pattern read from H to X. 2. Keep outside position on X. 3. Take X position alley - alert for crossing pattern. 4. Talk routes to Linebacker. 5. Attack quick screen outside in. **RUN:** 1. Sky - secondary run support.
STRONG SAFETY	7 YD. DEEP 3 YD OUTSIDE	T.E. TO NEAR BACK LINEMAN	**PASS:** 1. Work thru theZ curl to flat on pattern read from Z, TE, FB. 2. Aiming points: Normal Z - 3 yd. inside Z alignment 10 yds. deep. 3. Keep outside leverage on 2nd and 3rd releaser, hang for Z curl. 4. Screen outside in - quick screen inside out. C.P.: - Cleo - change responsibility with Corner - Buzz - change responsibility with Mac. Run: Sky
FREE SAFETY	10-12 YDS DEEP WEAK GUARD	GUARD-TACKLE BACK TRIANGLE	**PASS:** 1. Deep middle 1/3 keying T.E. release on first lo 2. Aiming point on drop - Strong Guard. 3. Favor TE on alley routes. 4. Get head on a swivel and help on deep routes from numbers to numbers. 5. Run-pass option - support play side. C.P. - Fill strong and weak.

COVER 4 VS. SLOT
(SECONDARY)



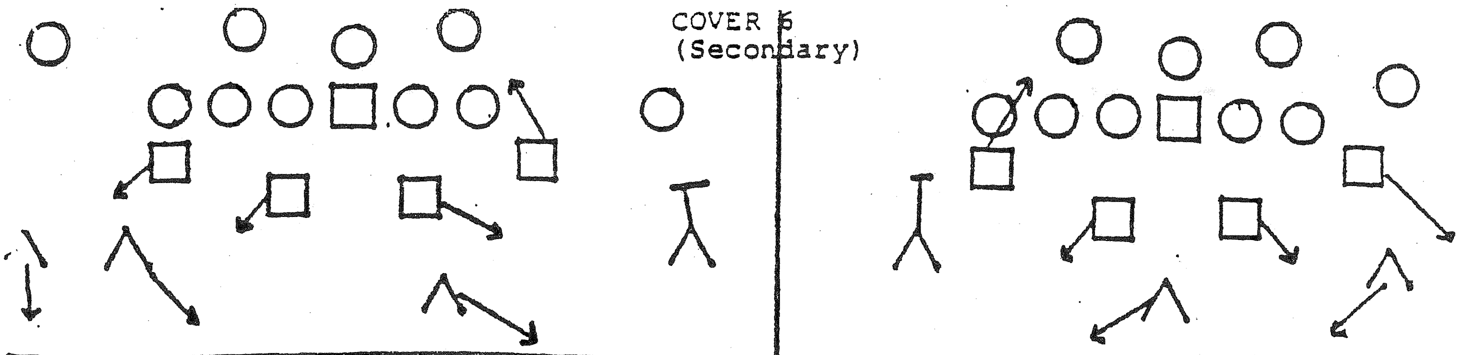
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG SAFETY	6 DEEP (Y TIGHT - 3 Y SPLIT OUTSIDE Y SPLIT - 1 OUTSIDE Y WIDE - 1 INSIDE	TACKLE BACK TRIANGLE	**PASS:** 1. Works to curl with possible pattern develop taking you to flat. 2. Check for quick pop pass to Y, use back peddle techinque in split and wide alignment. **RUN:** Sky - Force **C.P.** - Screens outside in - Quick screen inside out.
STRONG :ORNER	7 DEEP 1 YD. OUTSIDE	TACKLE BACK TRIANGLE & Z-Y COMBINA-TION	**PASS:** 1. Outside 1/3 coverage with outside position on Z 2. Read combination routes of Z & Y and talk routes of Z to Strong Safety. **RUN:** 1. Sky - Support **C.P.** - Quick screen outside in
WEAK CORNER	5 DEEP 4 OUTSIDE	T.E. NEAR BACK BALL LINEMAN	**PASS:** 1. Outside deep 1/3 coverage 2. Look for combination routes of X and to attack your 1/3 if no threat, look for crosser. **RUN:** 1. Cleo - Force
FREE SAFETY	10-12 DEEP ON BALL	THRU UNCOVERED LINEMAN TO BACK	**PASS:** 1. Deep middle 1/3 coverage, open to double cut side and aiming point is Strong Tackle. 2. Give post help. **RUN:** 1. Cleo

COVER 6
(Linebackers)



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG BACKER	8-9-7 front will dictate. Audible - Calls Buzz Sky 34 - (FRESNO)	TE Near Back Z ORANGE	Pass: 1. Open 45 degree angle toward Strong curl. 2. Cover Curl to flat, read patterns TE, St. back & Z. Alert for 3 step drop. 3. Screen outside in quick screen inside out. 4. Flow or 80 Action no factor. Run: Bronco - Force
WEAK BACKER	9 Front dictates	Near Back & Backfield Action Pulling Lane	Pass: Pass Rush C.P. - Possible Peel off vs. 80 Action Weak. Change call, assume Mikes coverage. Buzz - Assume weak Corner coverage Run: Cleo - Force
MAC	2 alignment 4 yds. off ball.	Near Back Tight End	1. Open to strong hook area. 2. Wall TE or Strong Back reading strongsid patterns. 3. Carry TE on Strong Back to middle area. 4. Flow or 80 Action strong. Play like Co 5. Alert TE, Check or delay 80 Action Weak 6. Screen funnel/inside out.
MIKE	2 alignment 4 yds. off ball.	Near Back Tight End	1. Open to weak hook area. 2. Read pattern of weak Back & X. 3. Carry Weak Back to middle area. 4. Ready to extend to curl area. 5. Flow or 80 Action strong. Play like 6. Change Call - Rush Screen funnel inside out

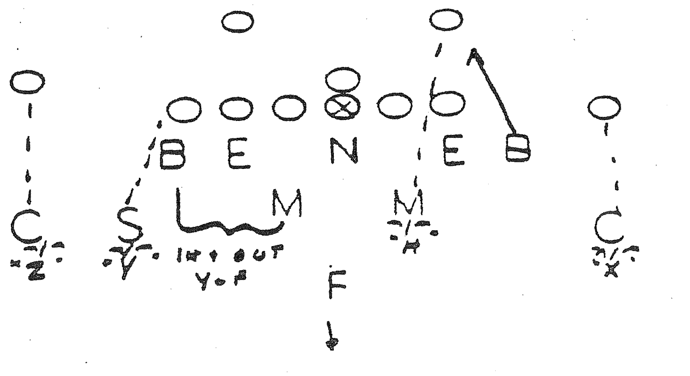
COVER 6
(Secondary)



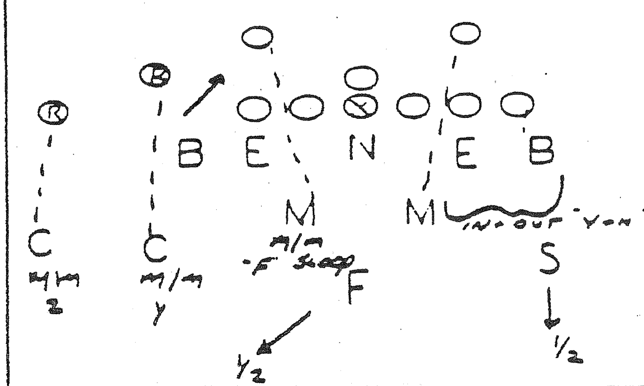
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG CORNER	SAME AS COVER 4 Audible - ORANGE Calls Buzz Sky		Pass: Regular: Same as Cover 4 Slot: 1. Deep outside 1/3 coverage with outside position on Z. 2. Help from Sam in Curl. 3. Read combination routes of Z & Y 4. Weakness of coverage strong flat Run: Secondary run support C.P.: Attack quick screen outside-in.
WEAK CORNER	SAME AS COVER 4		Pass: Regular: Same as Cover 2 Slot: Same as Cover 2 Flow Strong - Look for crossing receiver. Run: Regular - Cleo Slot - Cleo
STRONG SAFETY	SAME AS COVER 4		Pass: Regular: 1. Deep middle 1/3 reading Y on move. a. Y inside routes drive to deep middle b. Y outside routes drive to deep 1/4 coverage or near hash. c. Y outside routes, see combination rou of Z and Y and strong back Slot: 1. deep middle 1/3 coverage reading Z patterns on move. a. Z inside route drive to deep middl b. Z outside route drive to deep 1/4 coverage or near hash. Run: Bronco
FREE SAFETY	SAME AS COVER 4		Pass: Regular: 1. Deep outside 1/3 weakside, man to man on X on all deei routes, inside position kno you may not have help to po Slot: Same as Regular Run: Regular - Cleo Slot - Cleo

RAM COVER 1

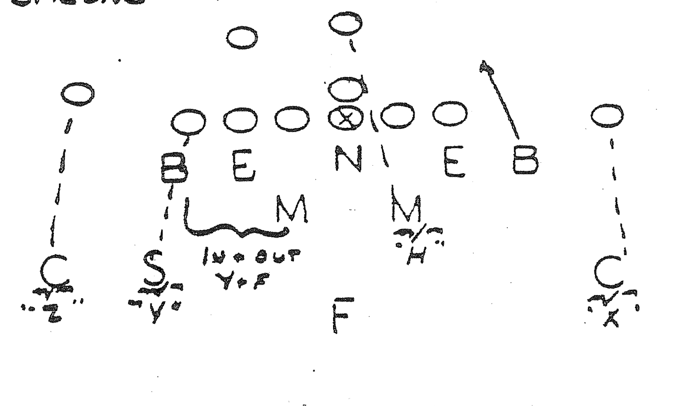
SPLIT LEFT



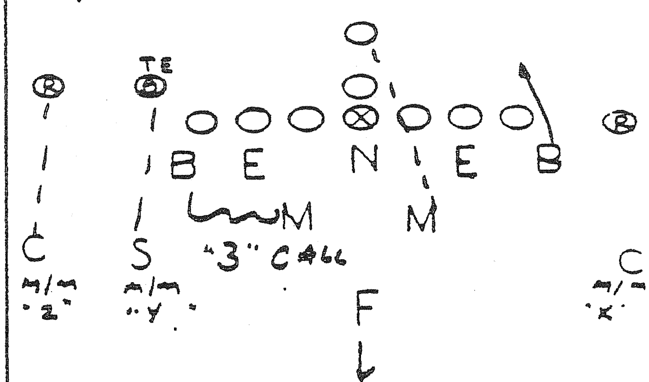
SPLIT SLOT LEFT – PINK COV. 3



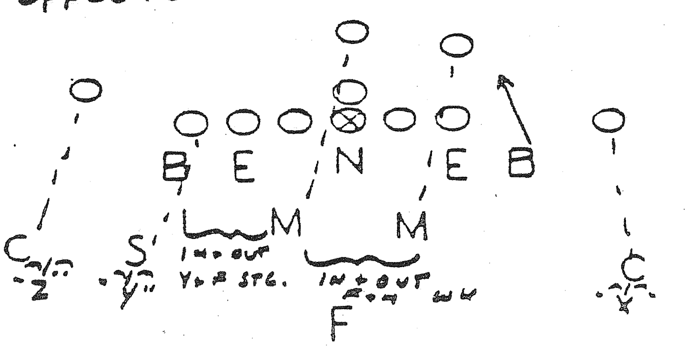
STRONG LEFT



TRIPS LEFT

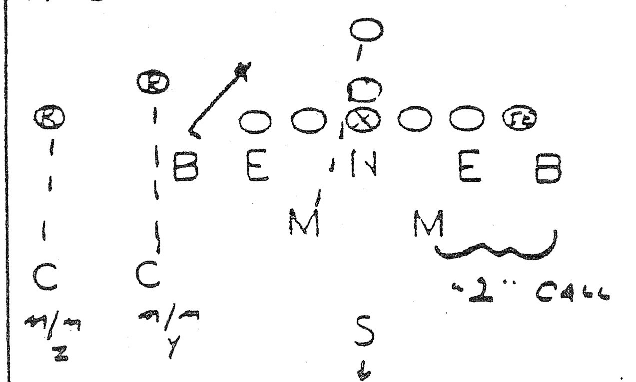


OPPOSITE LEFT

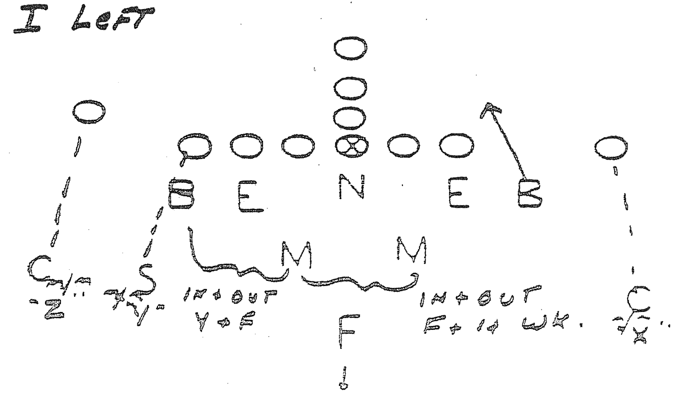


(POSSIBLE LOCKE CALL)

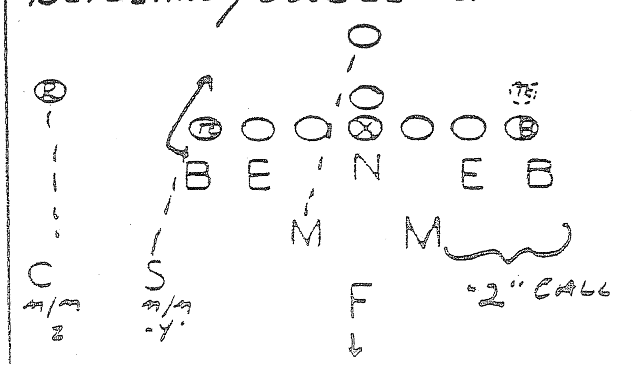
ACE LEFT



I LEFT

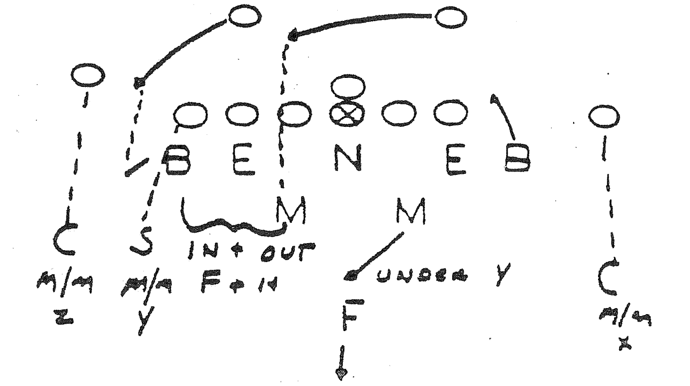


BLIZZARD / DOUBLE LEFT

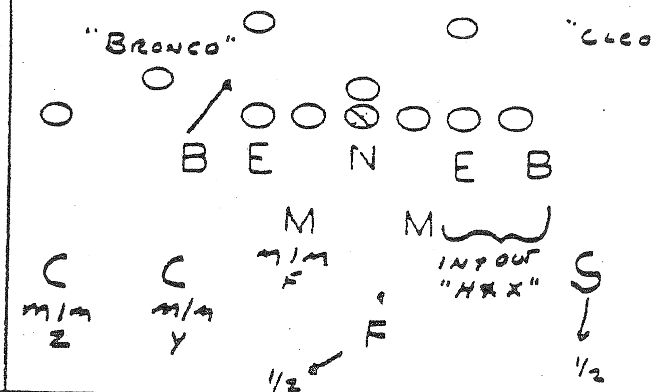


RAM COVER 1

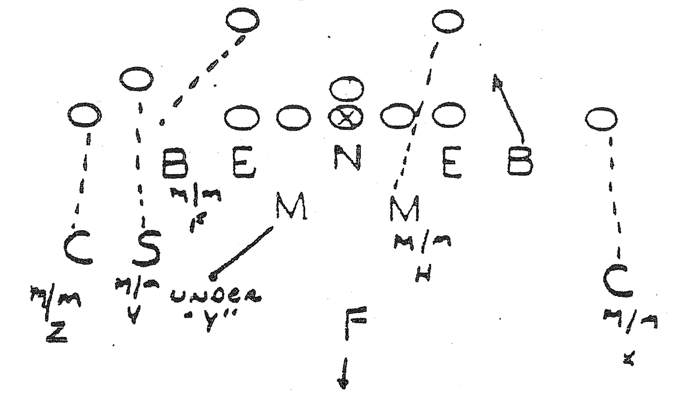
FLOW - COVER 1



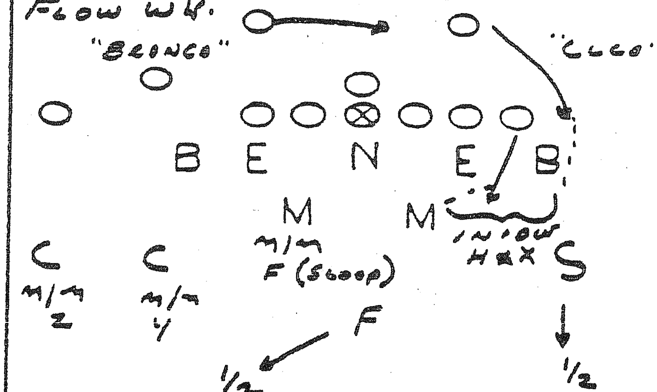
SLOT - PINK - COVER 3



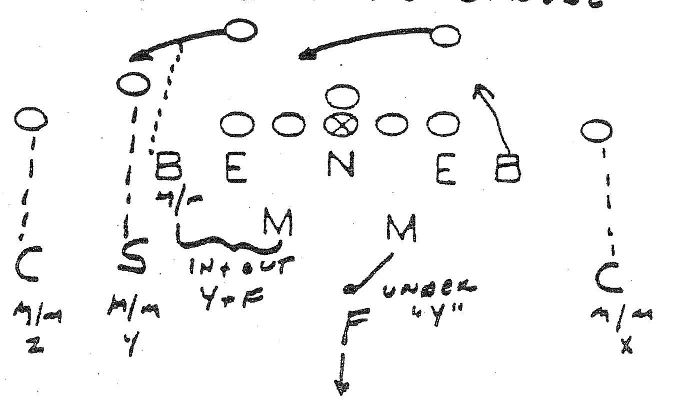
DOUBLE POC



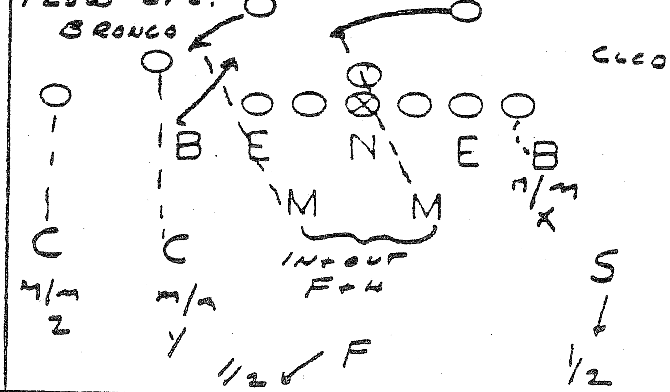
SLOT - PINK - COVER 3 FLOW WK.



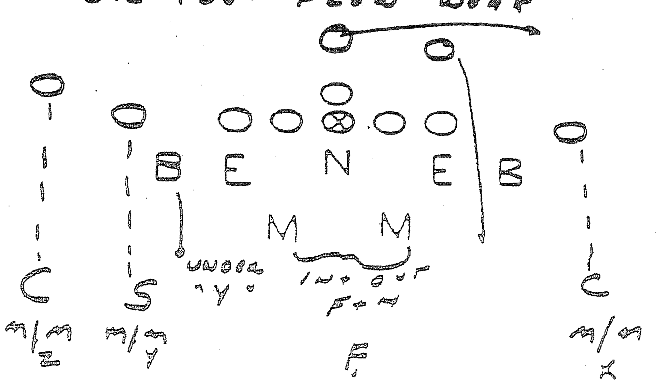
DOUBLE POC - FLOW STRONG

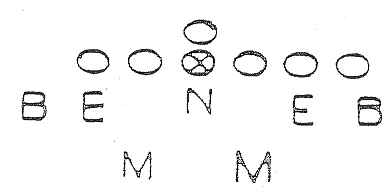


SLOT - PINK - COVER 3 FLOW STG.



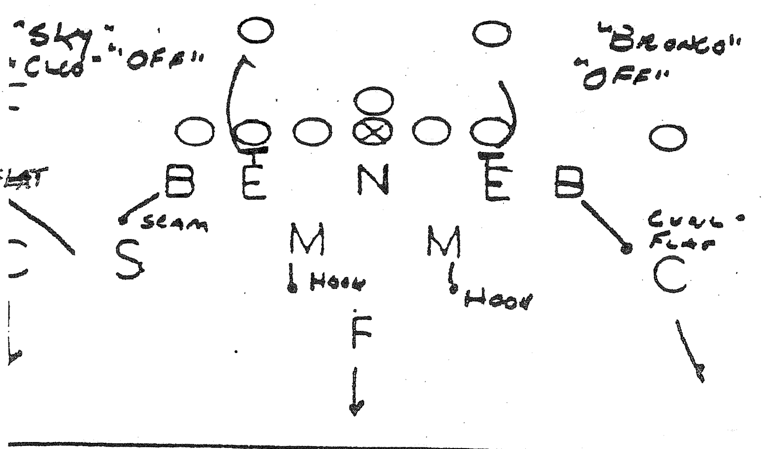
DOUBLE POC - FLOW WEAK



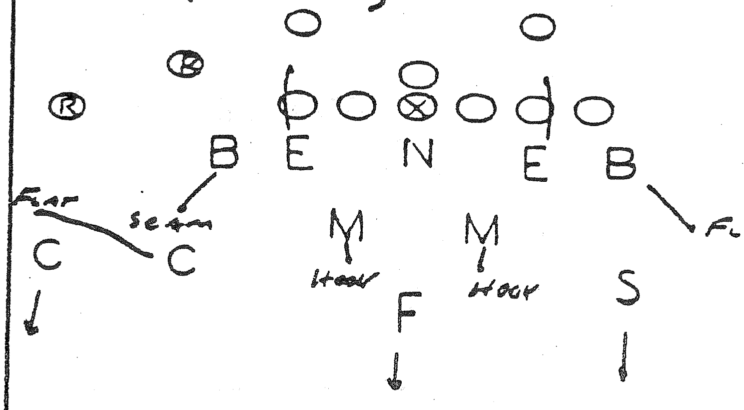


37 - ZONE RAM BOSTON-FRESNO
WILL - [illegible] SAM "Y" "SEA" MAC/MIKE - CHE[illegible]

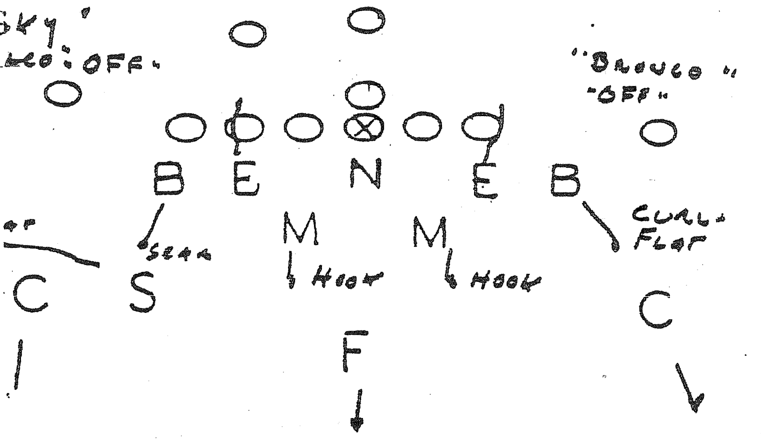
SPLIT LEFT - 4. BOSTON



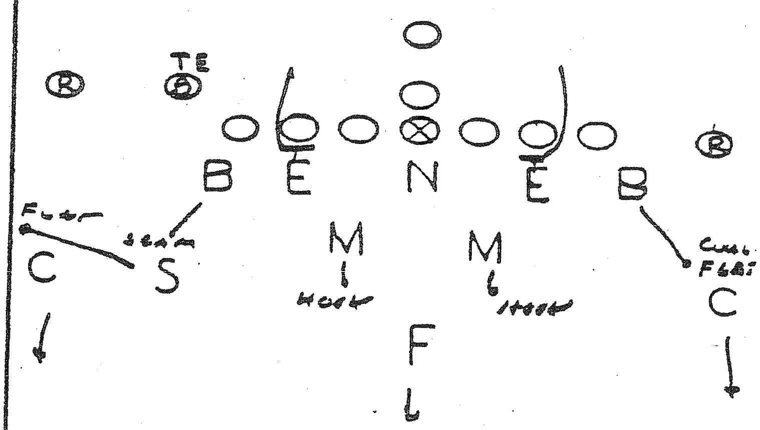
SPLIT SLOT LEFT - 4 (BOSTON)



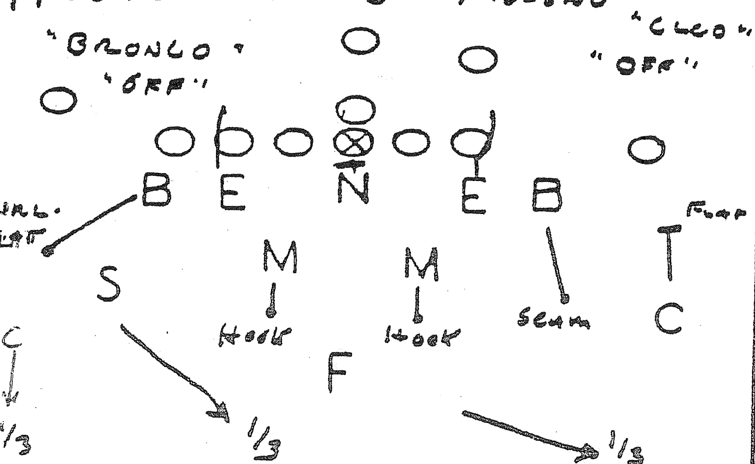
STRONG LEFT - 4 - BOSTON



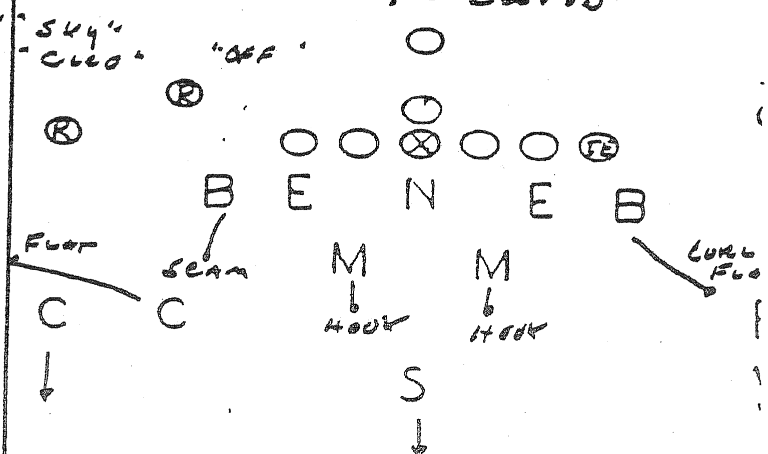
TRIPS LEFT - 4 - BOSTON



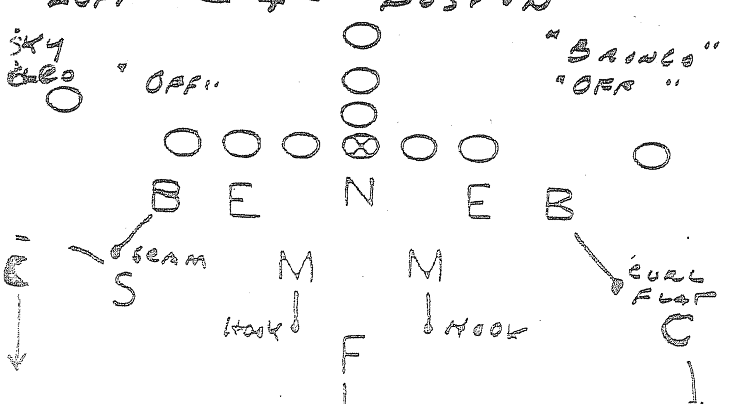
OPPOSITE LEFT - 6 - FRESNO



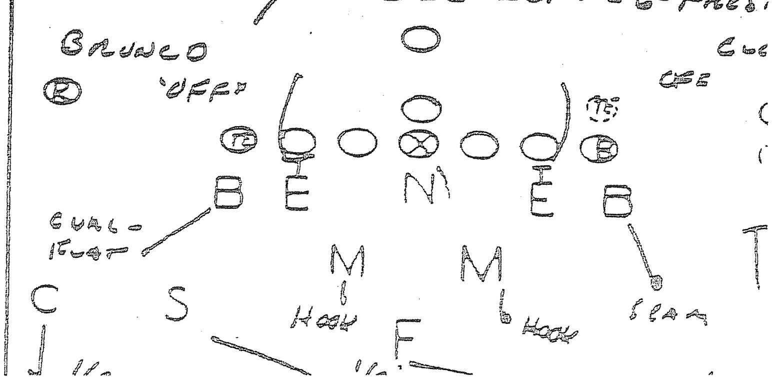
ACE LEFT - 4 - BOSTON



LEFT - 4 - BOSTON

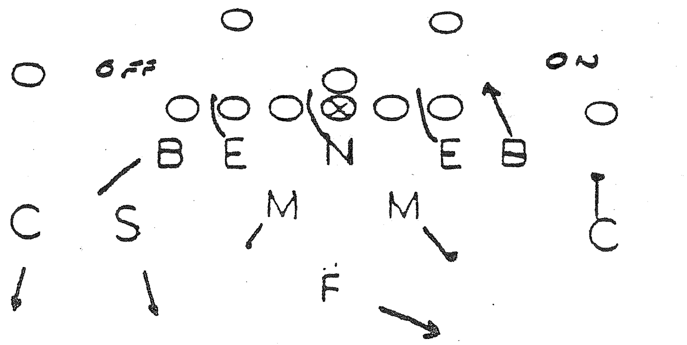


BLIZZARD / DOUBLE LEFT - 6 - FRESNO

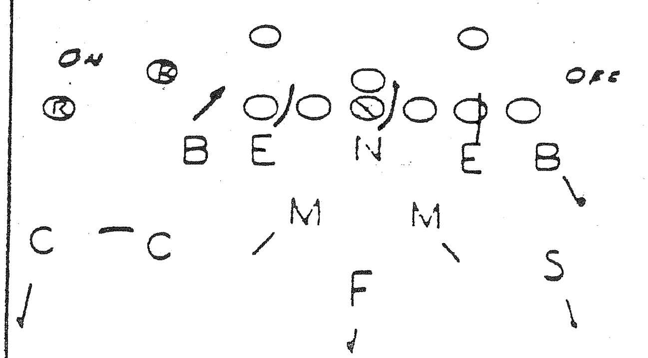


RAM SLANT ZONE

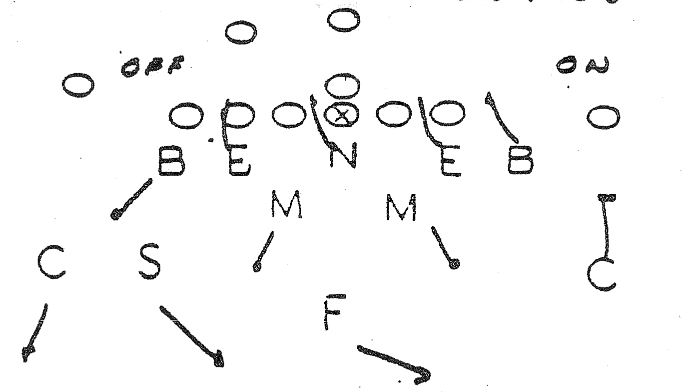
SPLIT LEFT - LIZ - ORANGE



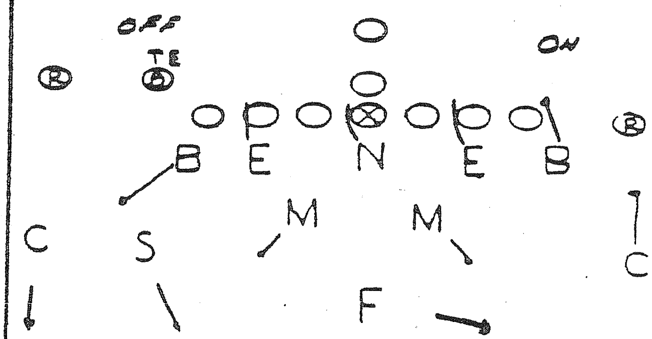
SPLIT SLOT LEFT - RIP - BROWN



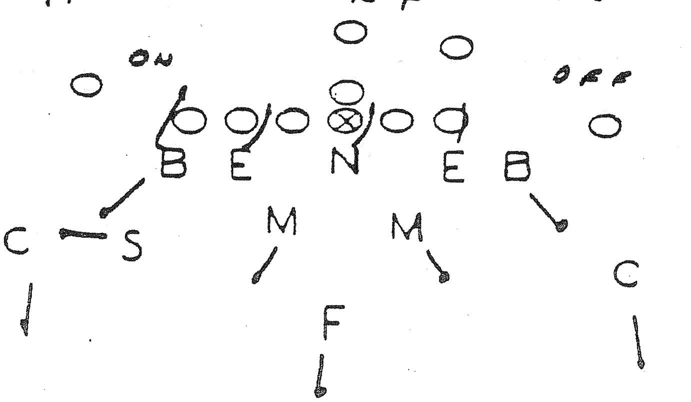
STRONG LEFT - LIZ - ORANGE



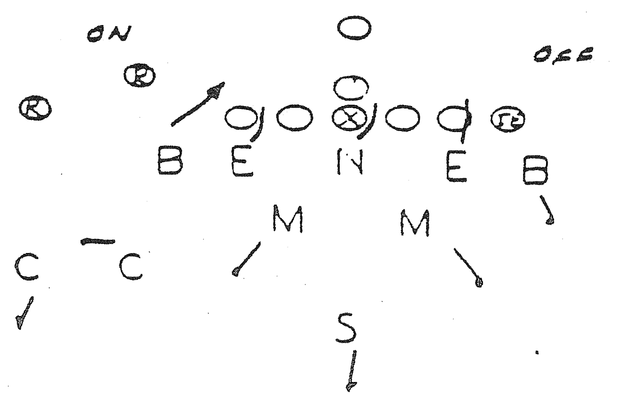
TRIPS LEFT - LIZ - ORANGE



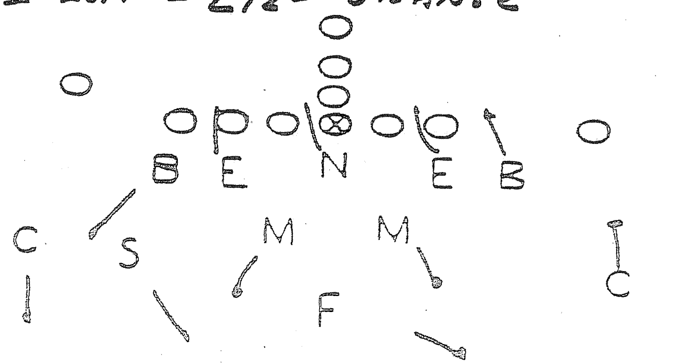
OPPOSITE LEFT - RIP - BROWN



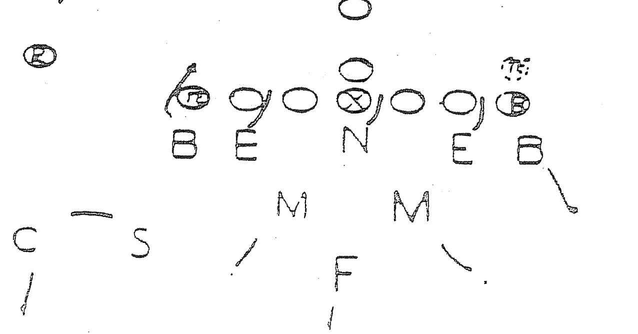
ACE LEFT - RIP - BROWN



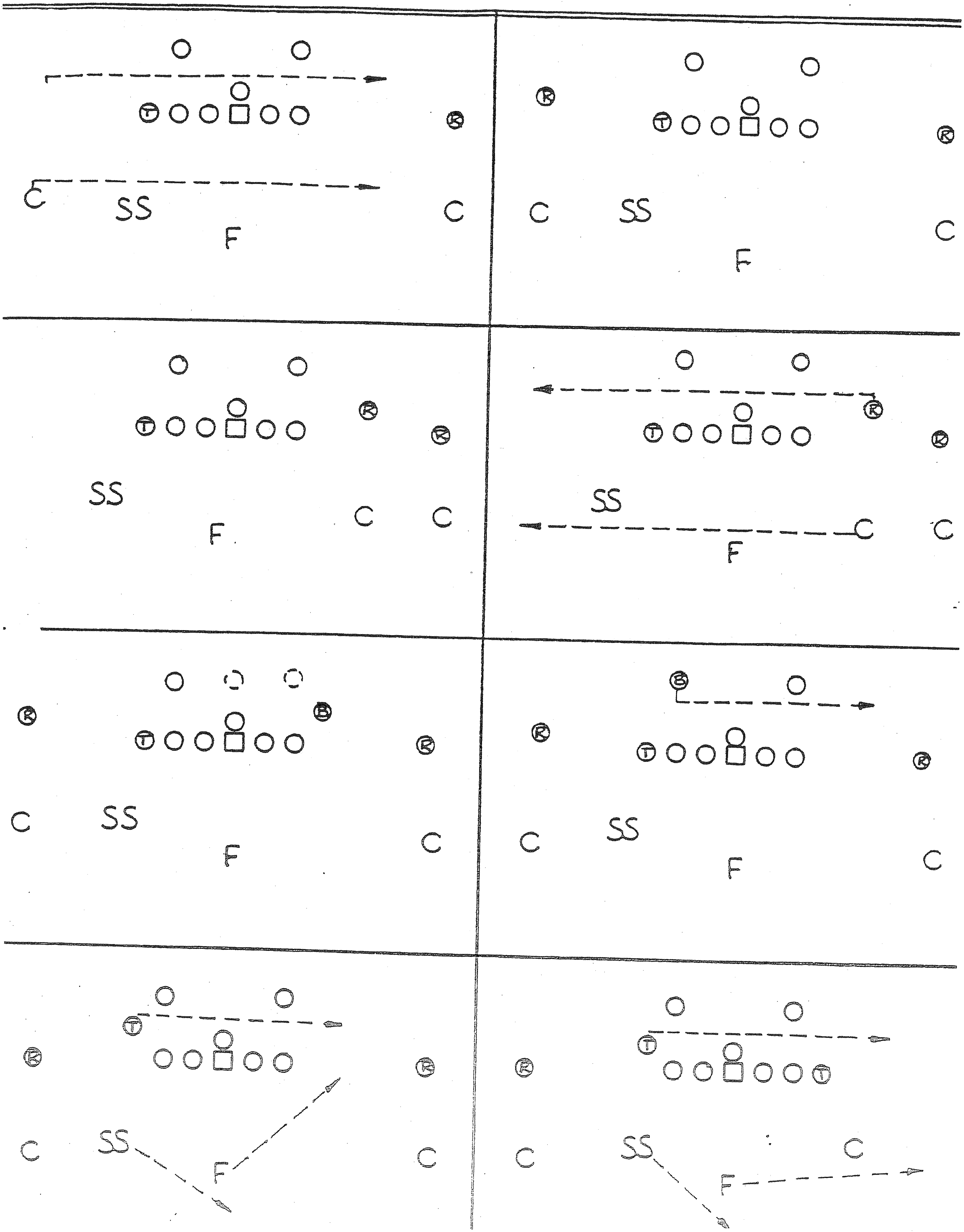
I LEFT - LIZ - ORANGE

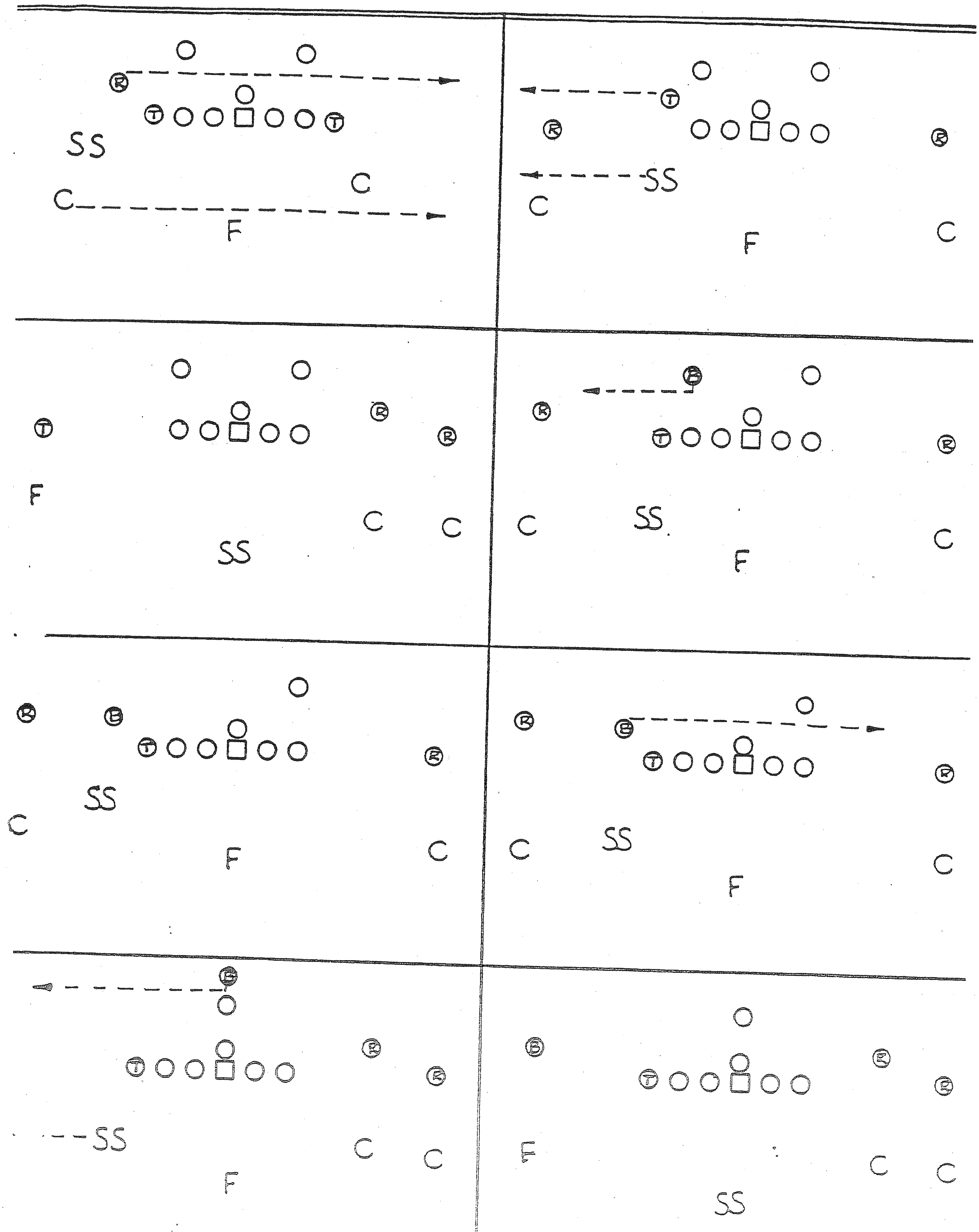


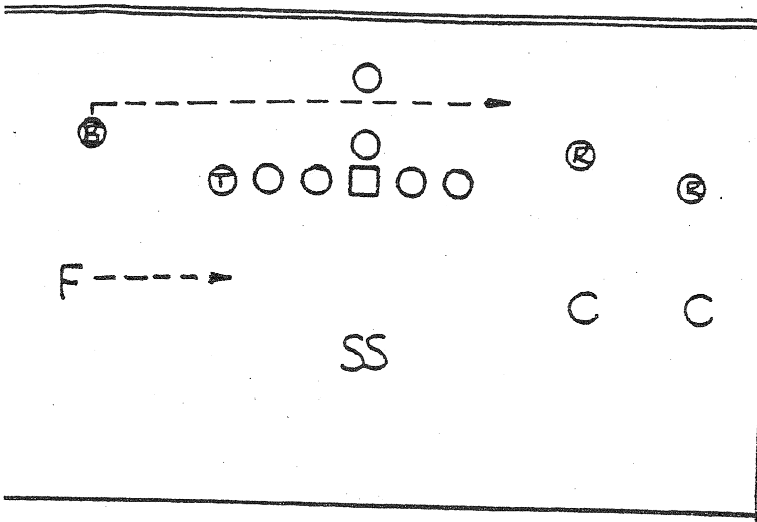
BLIZZARD/DOUBLE LEFT
RIP - BROWN -

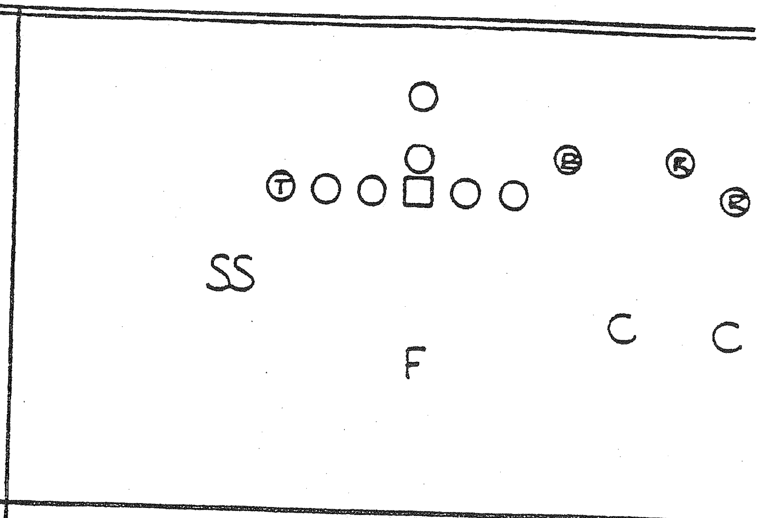


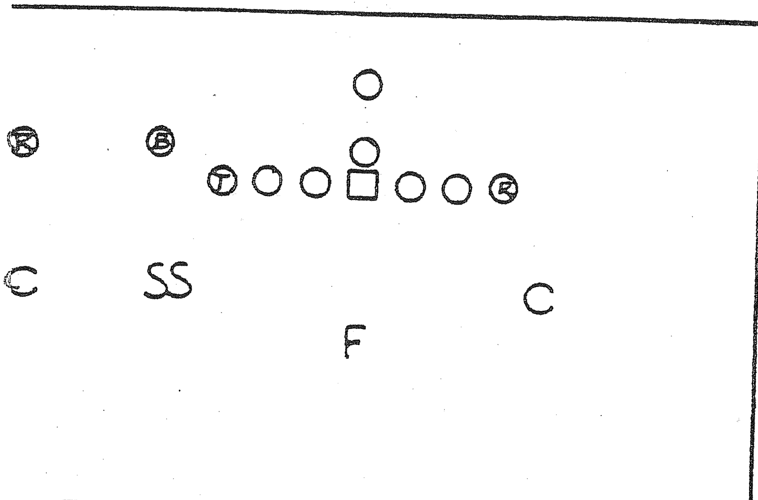
SECONDARY ADJUSTMENT FOR RAM

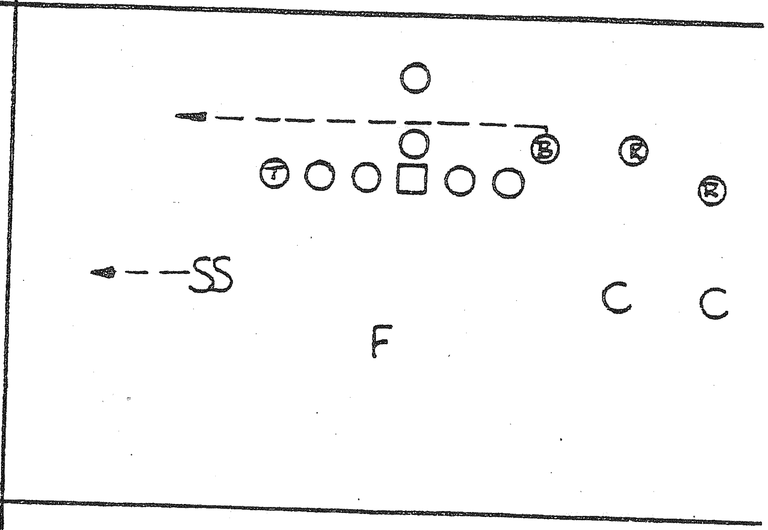


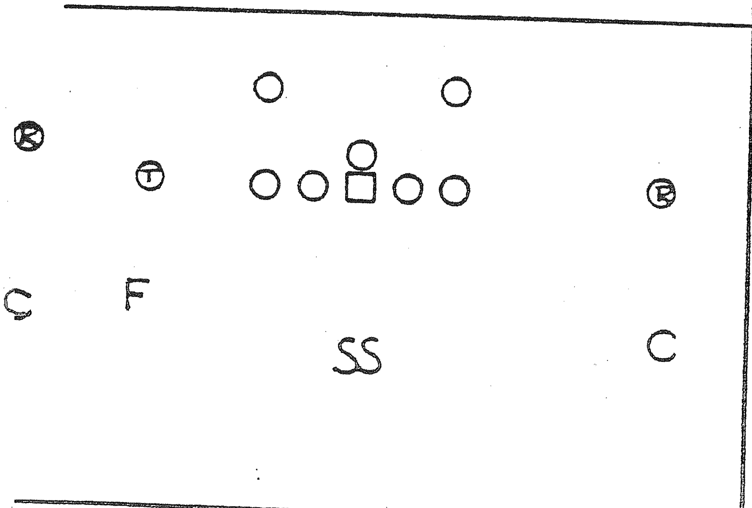


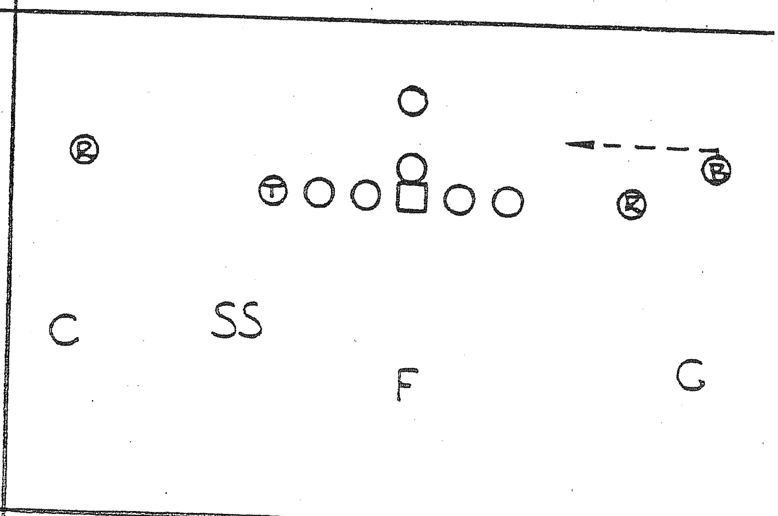

B
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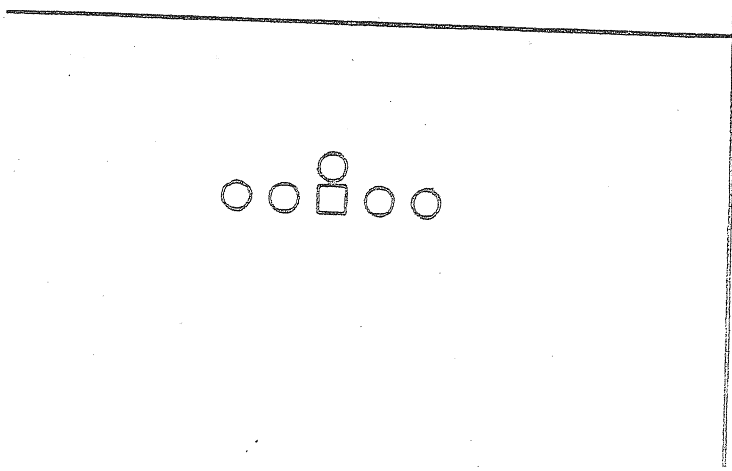

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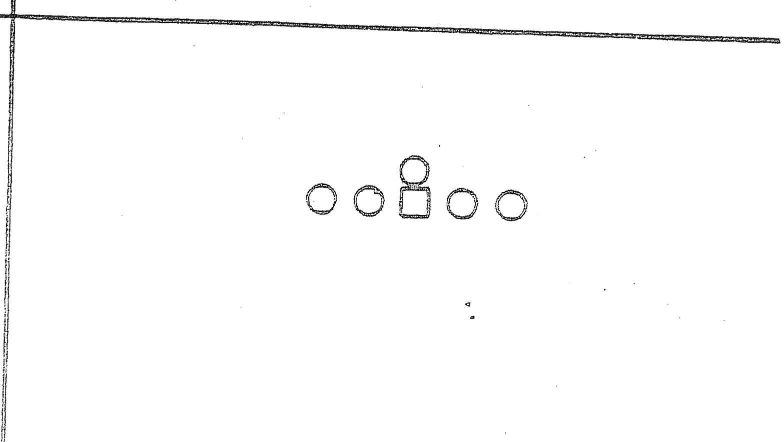

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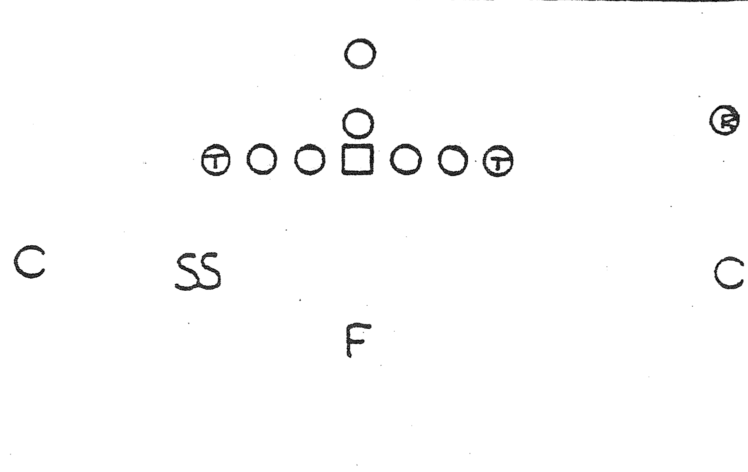

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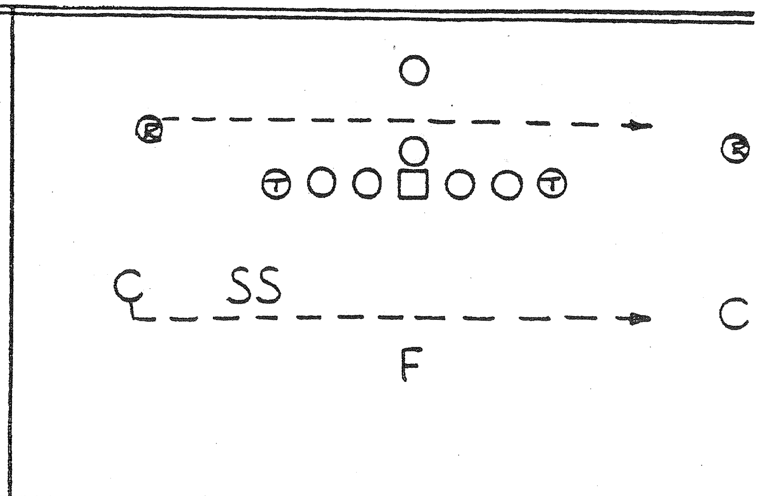

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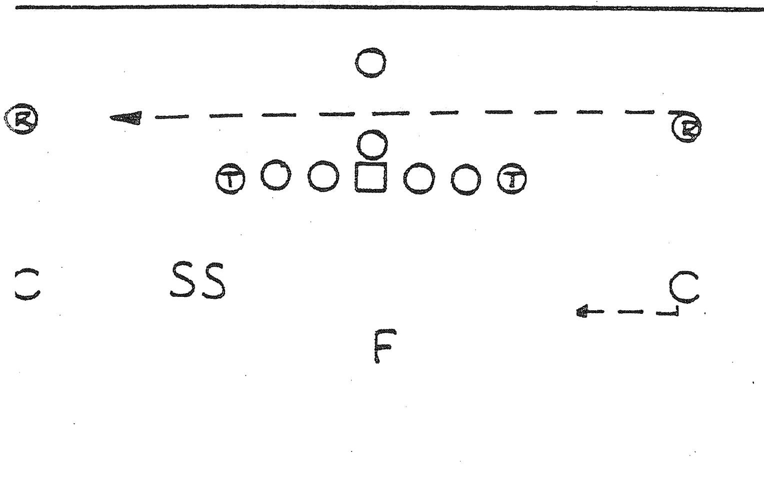




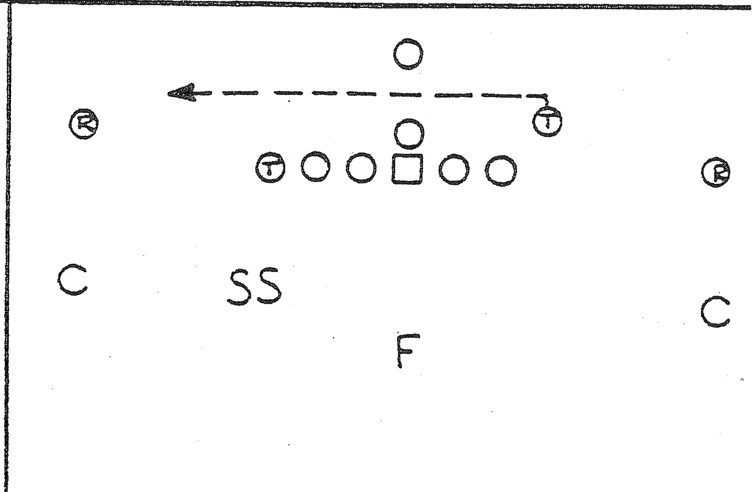
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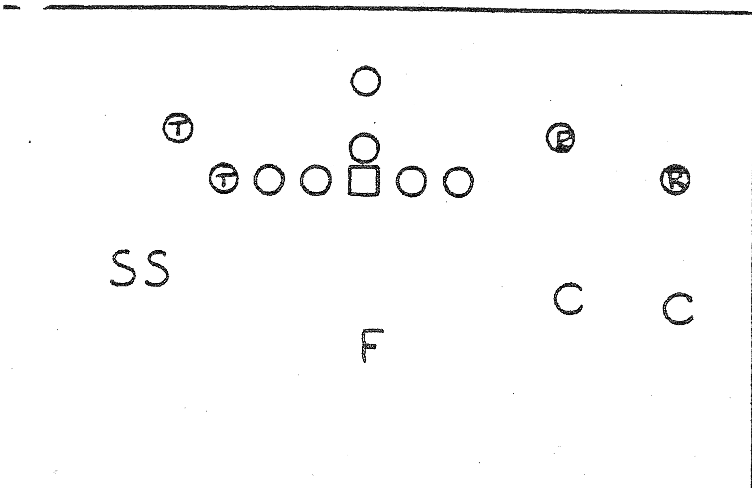
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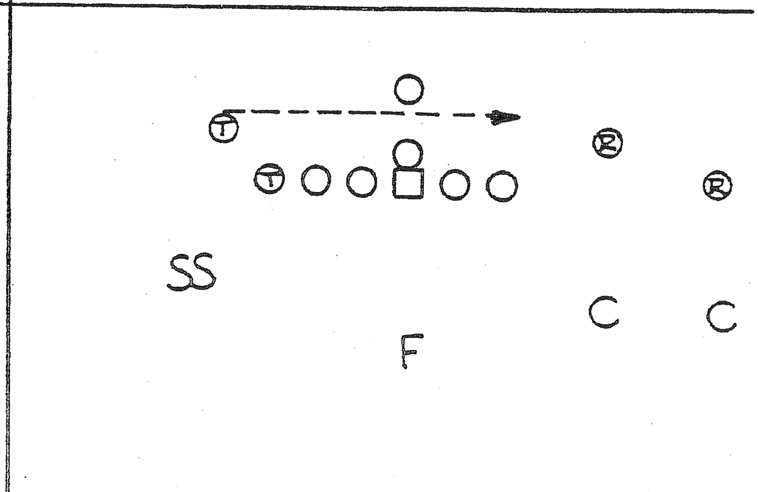
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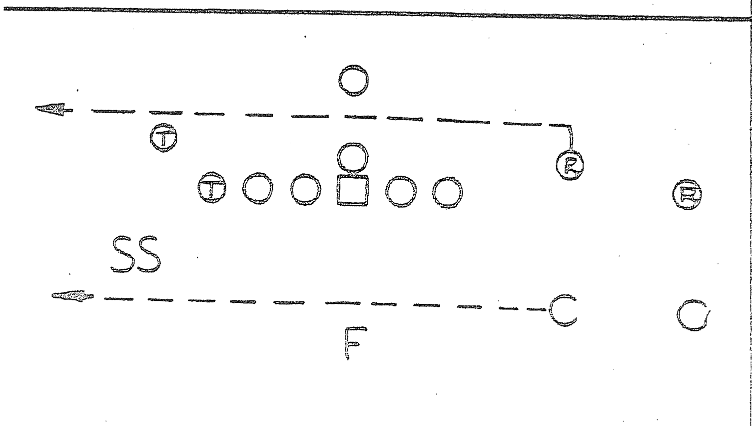
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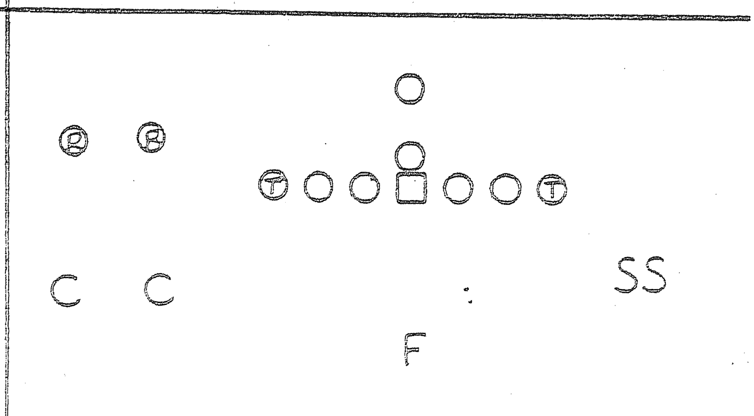
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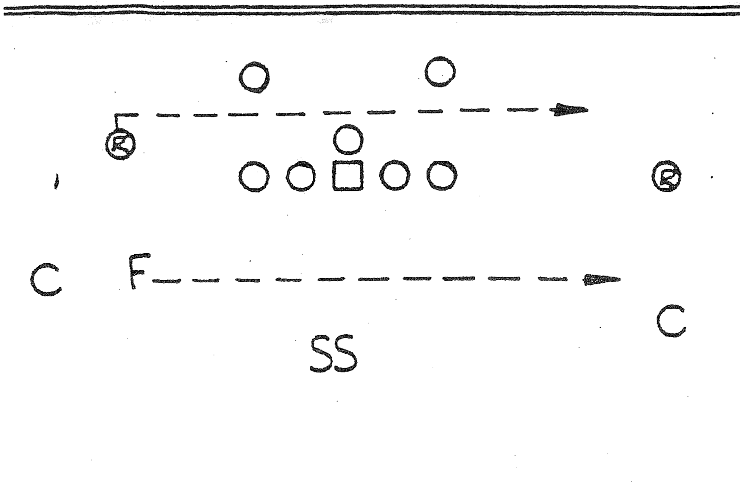
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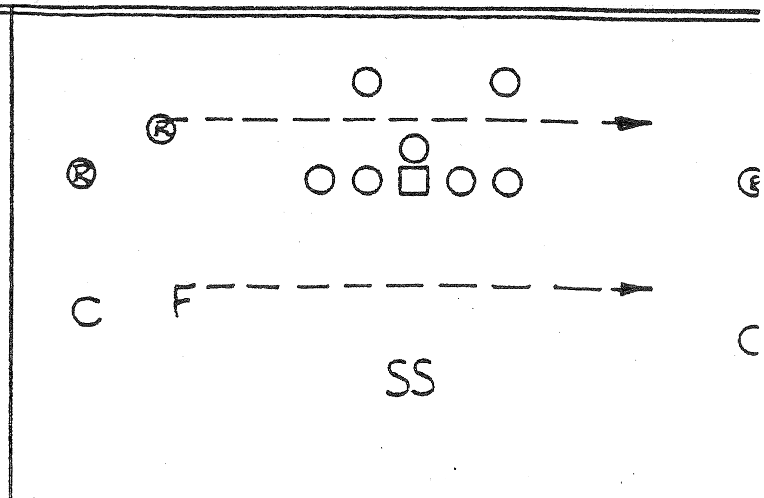


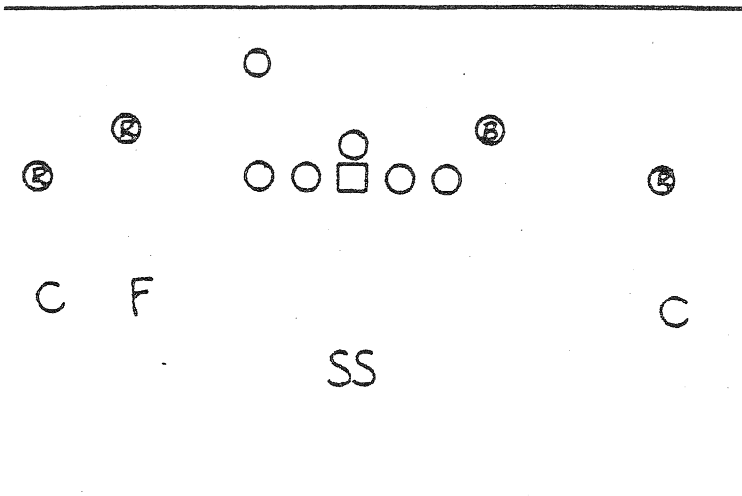
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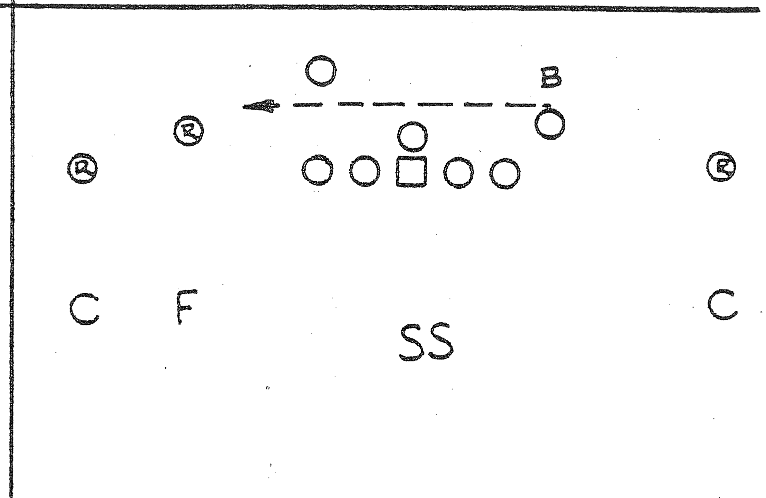


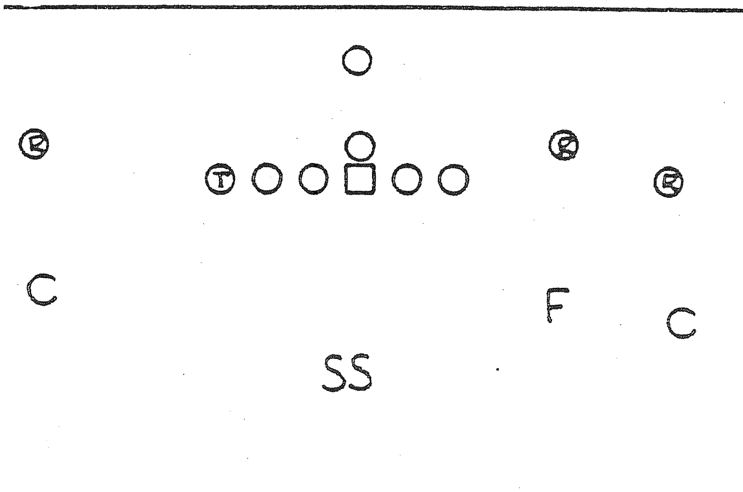
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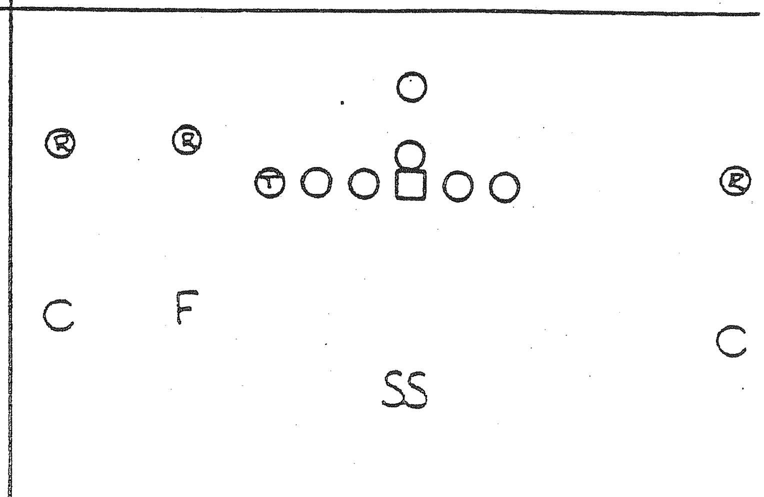

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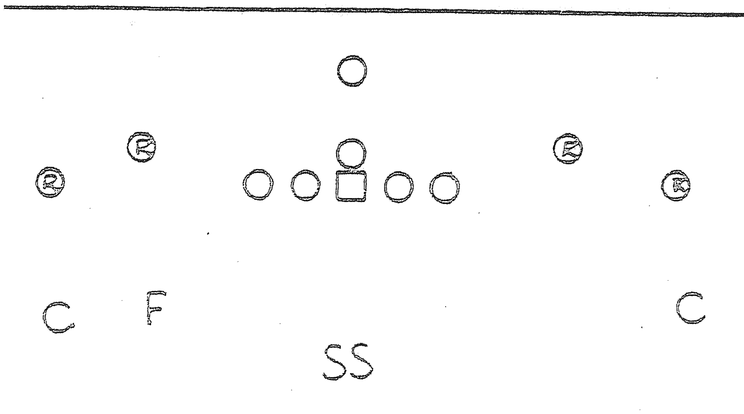

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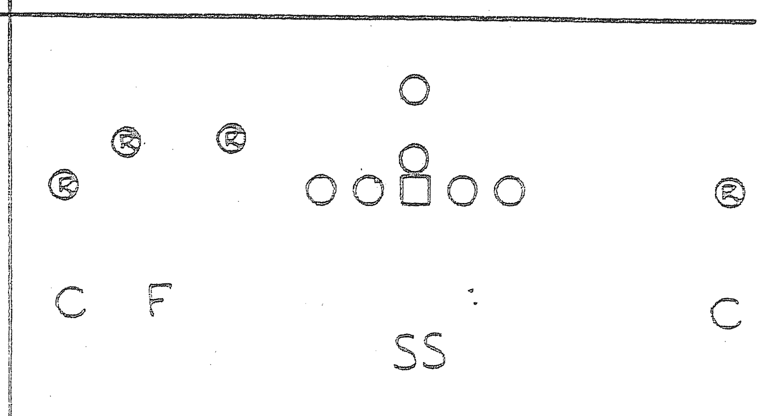

R B
R R
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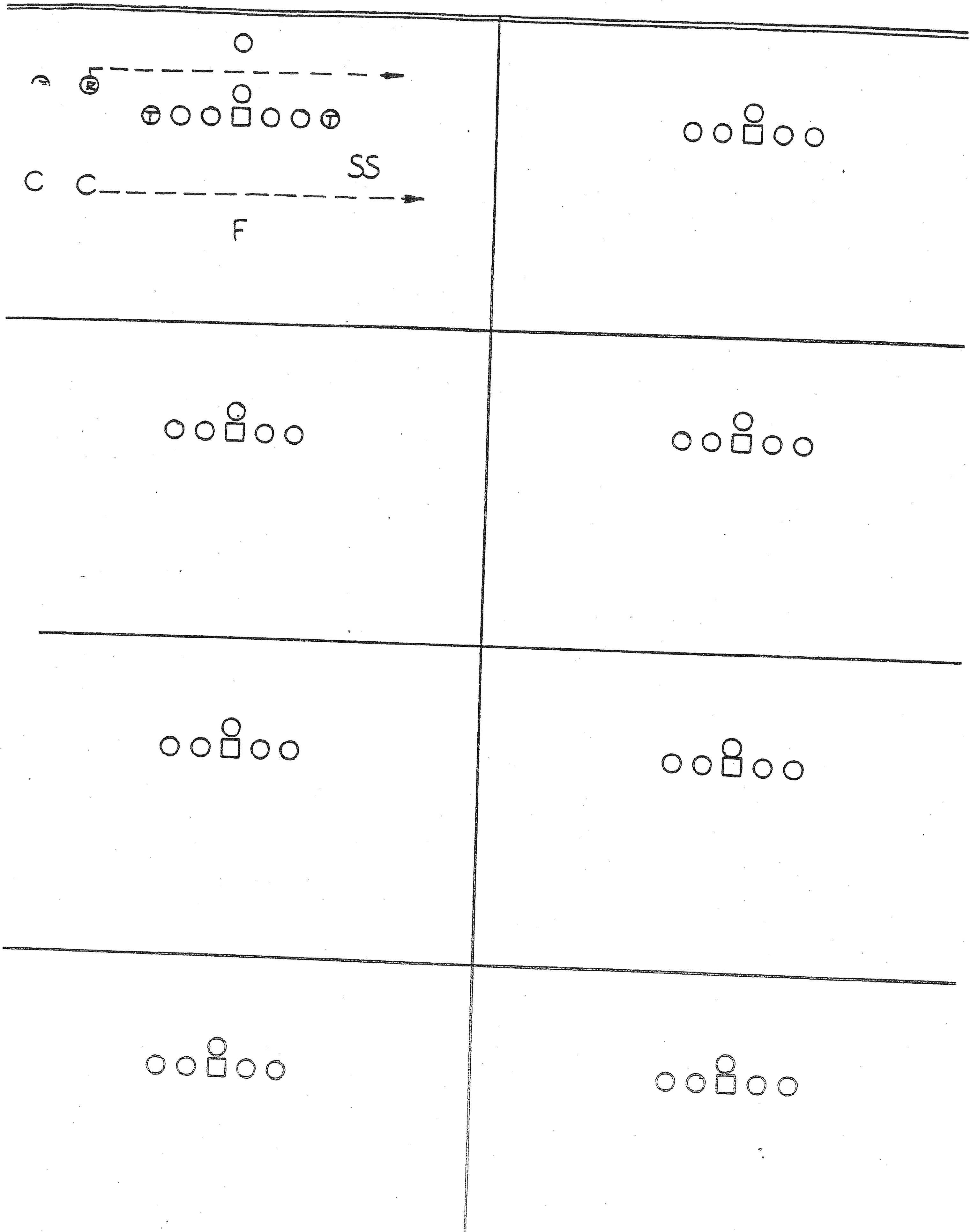

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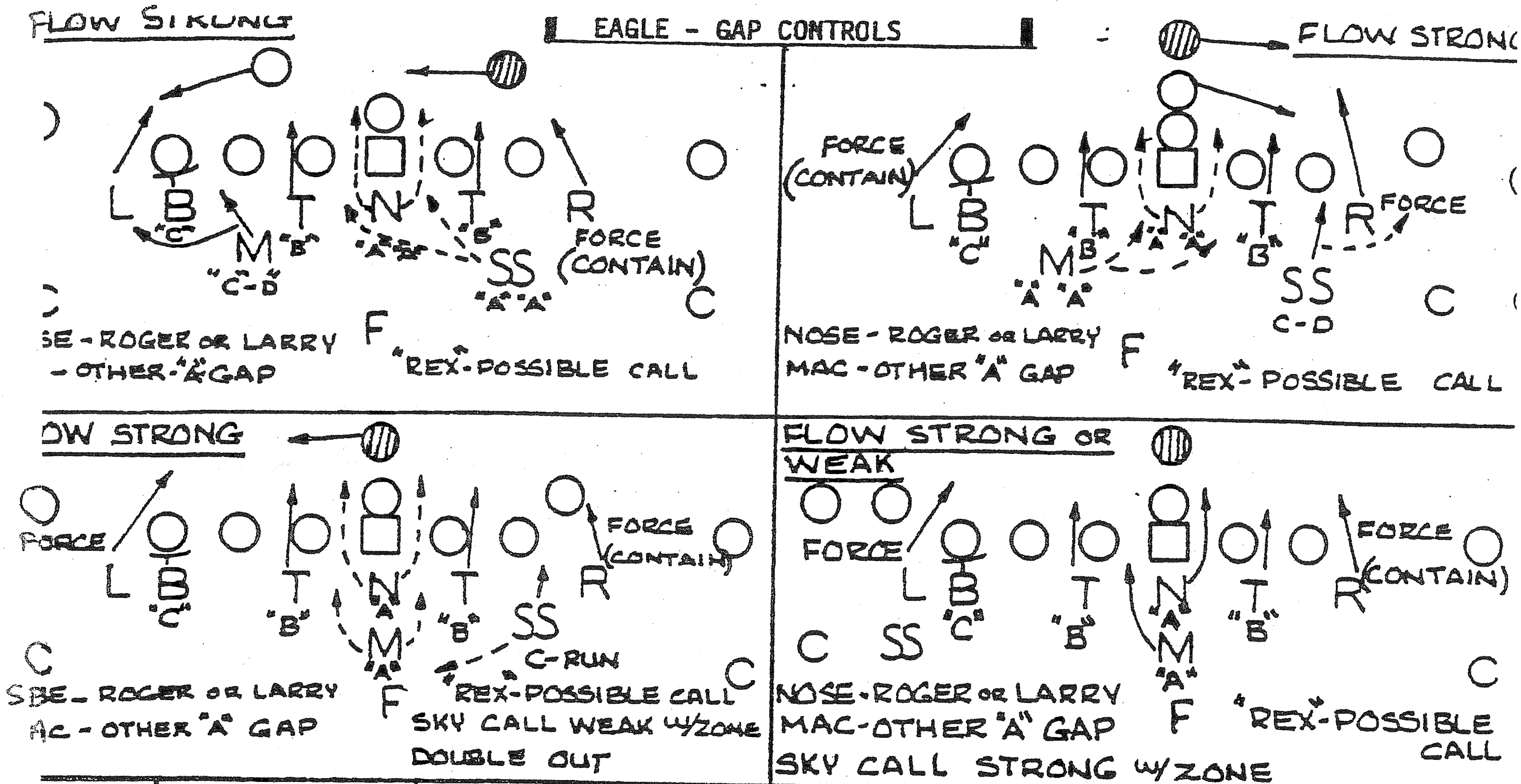

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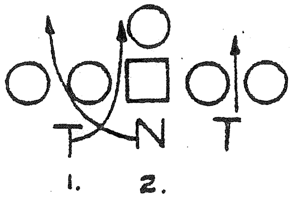
EAGLE - GAP CONTROLS



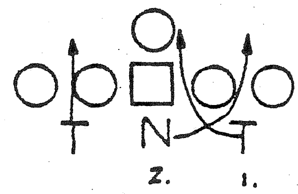
OSITION	ALIGNMENT	KEY	RESPONSIBILITY
ACKLES	"3" ALIGNMENT	BALL	GET OFF - "B" GAP - POSSIBLE RANDY OR LOU OR REX OR LEX CALL.
NOSE KER	"0" ALIGNMENT	BALL	WILL GET ROGER OR LARRY OR REX OR LEX CALL ON EVERY DOWN.
BACKER	8-7 ALIGNMENT	BALL	JAM TIGHT END - RUN YOUR WAY DEFEAT TIGHT END AND CONTROL CUTBACK AREA. RUN AWAY SQUEEZE "B" GAP.
WEAK BACKER	WIDE 9 ALIGNMENT ON TACKLE	BALL	ON SNAP, COME HARD AT GOOD FORCE ANGLE. EXCEPT WITH DOUBLE OUT WILL HAVE SKY FORCE - CLEO WITH ZONE ON 2 BACK NEAR 2.
STRONG ACKER	WIDE 9 ALIGNMENT	BALL	ON SNAP COME HARD AT GOOD FORCE ANGLE - FORCE EXCEPT WITH TRIPS 7 MAN FRONT ADJUSTMENT - SKY FORCE WITH ZONE CAL
MAC	4 ALIGNMENT ON TACKLE 4 YDS OFF BALL	BALL	GIVE MAC, ROGER OR LARRY OR REX OR LEX CALL EVERY DOWN - 2 BACK SETS FLOW YOUR WAY C-D Gap, FLOW AWAY FRONT-SIDE "A" ACCORDING TO NOSE CHARGE - BLIZZARD, DOUBLE OR 7 MAN FRONT ADJUSTMENT OPPOSITE "A" GAP FROM NOSE.
STRONG SAFETY	4 ALIGNMENT ON TACKLE 5 YDS OFF BALL	BALL TO RECEIVER	FLOW STRONG "A" GAP OPPOSITE NOSE CHARGE - FLOW WEAK C-D GAP - ONE BACK '8' MAN FRONT FLOW AWAY "C" GAP TO RUN TO BALL, FLOW TO C-D GAP - 7 MAN FRONT ADJUSTMENTS PLAY COVERAGE CALLED.
REE AFETY	10-12 YDS DEEP BUT VARY ALIGN-MENT FOR BEST COVERAGE	BALL TO RECEIVER	PLAY COVERAGE CALLED.
STRONG R	7 YDS DEEP ONE YARD OUTSIDE OR PRESS ALIGNMENT	BALL TO RECEIVER	PLAY COVERAGE CALLED.
WEAK CORNER	7 YDS DEEP ONE YARD OUTSIDE OR PRESS ALIGNMENT	BALL TO RECEIVER	PLAY COVERAGE CALLED - ALERT FOR CLEO CALL WITH 2 BACK NEAR 2 WEAK SIDE WITH ZONE.

EAGLE - STUNTS

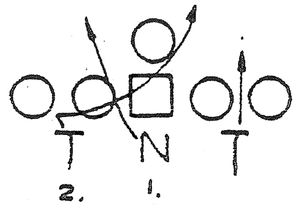
LEX



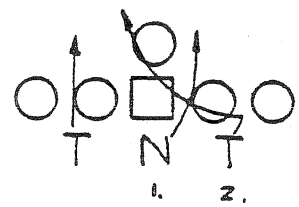
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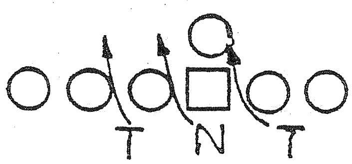
LEX-ME



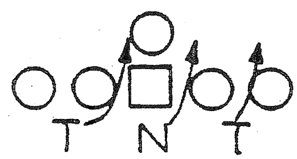
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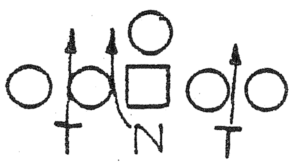
LIZ



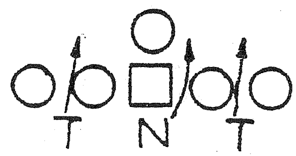
RIP



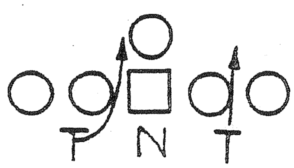
LARRY



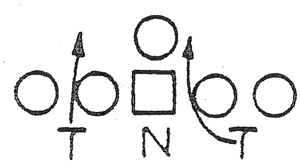
ROGER



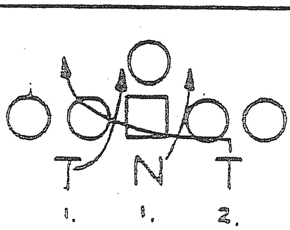
B



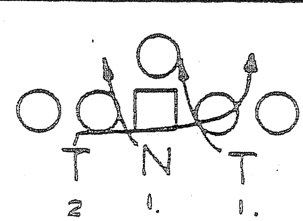
B



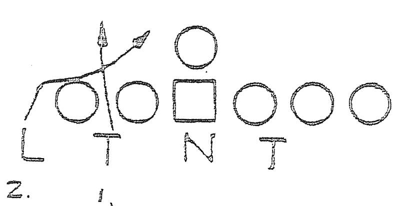
LAZER



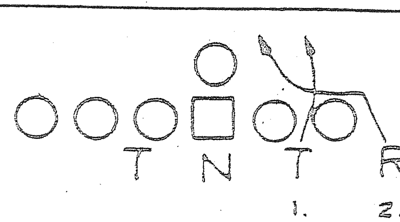
ROCKET

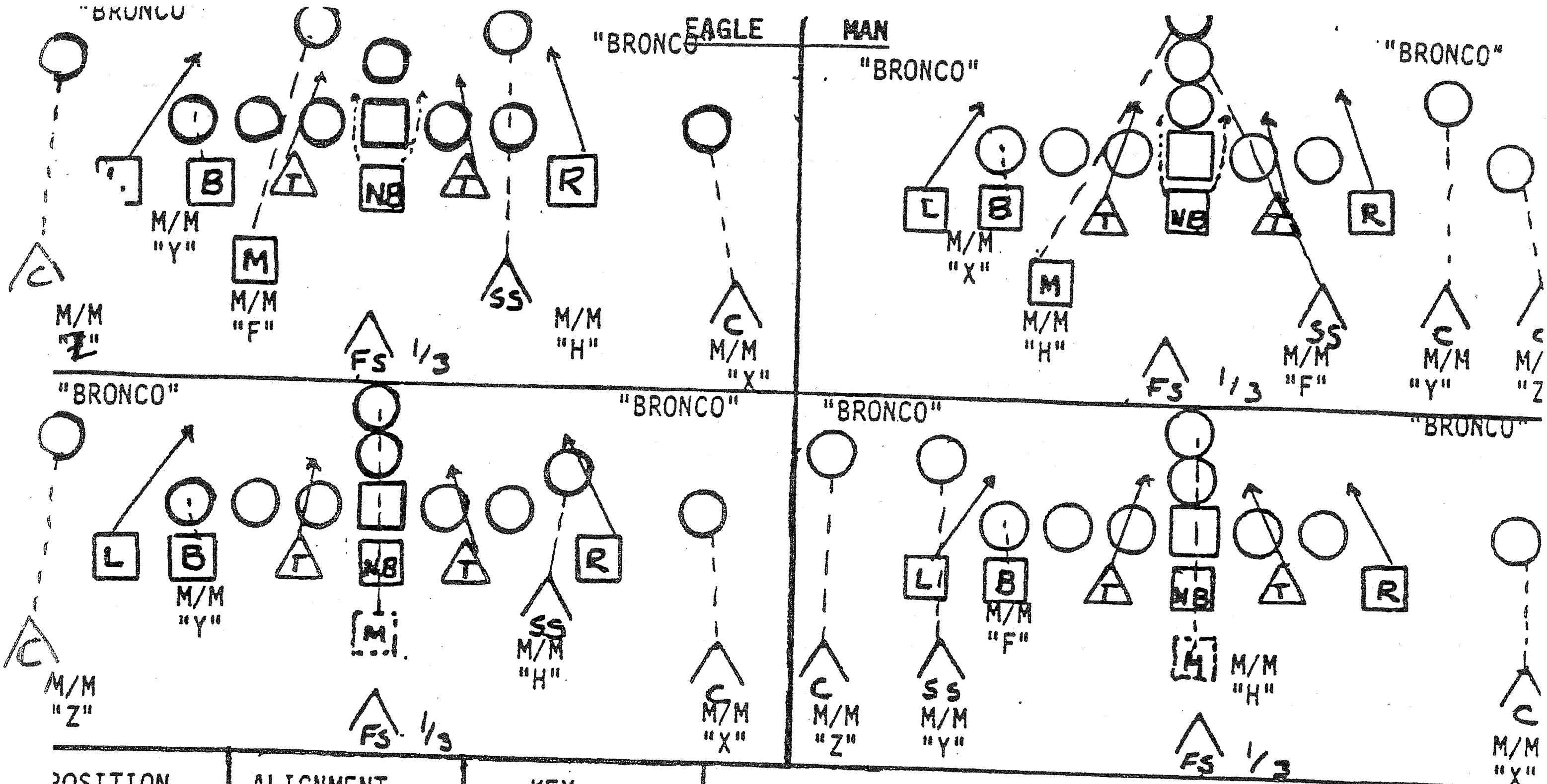


JET



JET





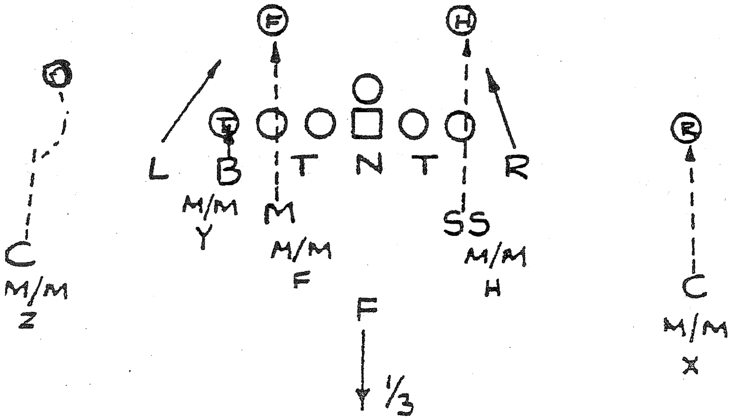
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
TACKLES	"3" ALIGNMENT ON GUARDS (VARY SHADE FROM OUTSIDE EYE TO TIP OF SHOULDER	BALL AND GUARD	1. ON MOVEMENT LOW HAND CHARGE UPFIELD - WORK FOR PENETRATION. 2. "B" GAP UNLESS STUNT OR GAME CHANGES RESPONSIBILI 3. REX OR LEX CALL "A" GAP YOUR SIDE. 4. RIP OR LIZ CALL YOUR SIDE - "B" GAP, YOUR SIDE. AWAY, "A" GAP YOUR SIDE.
NOSE BACKER	"0" ALIGNMENT HEAD UP ON CENTER - (VARY ALIGNMENT FROM TIGHT ON BALL TO SLIGHTLY OFF L.O.S.	BALL AND CENTER	1. ON MOVEMENT CONTROL CENTER WITH HANDS. 2. RUN - "A" GAP FLOW SIDE WITH NO CALL - ROGER OR LARRY CALL "A" GAP TO SIDE OF CALL - REX OR LEX CALL "B" GAP TO SIDE OF CALL. 3. RUSH "A" GAP WEAK OR STRONG WITH ROGER OR LARRY CALL OR EXECUTE REX OR LEX CALL WHEN GIVEN.
MAC	"4" ALIGNMENT ON TACKLE 4YDS OFF BALL. ONE BACK SETS OR MAN COVERAGES MAY CHANGE ALIGNMENT TO MIDDLE OF FORMATION OR INSIDE COVERAGE POSITION ON WEAK BACK.	"F" OR PRIMARY COVERAGE RESPONSIBILITY TO TACKLE	1. RUN KEY THRU TACKLE TO THE BALL. - FLOW YOUR WAY C-D GAP ON ANY DIRECT OR FAST REA - FLOW AWAY BACKSIDE "A" GAP TO THE BALL. 2. PASS - M/M "F" ALL ROUTES - POSSIBLE "MAMBO" CALL WITH "B" OR CHANGE CALL WITH OUTSIDE LINEBACKER. 3. ONE BACK SETS COVERAGE ON REMAINING BACK - MOVE TO ADJUST COVERAGE POSITION (TRIPS "W"). 4. ALERT TO GIVE ROGER OR LARRY, RIP OR LIZ OR REX OR LEX CALLS ONE BACK SETS BY FORMATIONS. 5. SLOT OPEN OR 2 BACK PRO SETS "F" M/M.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
^KER	8-7 ALIGNMENT HEAD UP TO INSIDE SHADE ON TIGHT END	TIGHT END	1. JAM TIGHT END. 2. RUN - YOUR SIDE DEFEAT TIGHT END AND CONTROL CUTBACK AREA. - RUN AWAY SQUEEZE "B" GAP. 3. PASS - M/M TIGHT END ALL ROUTES. POSSIBLE "MAMBO" CALL WITH "MAC". 4. SLOT OPEN OR 2 BACK PRO SETS M/M "H".
STRONGSIDE OUTSIDE LINEBACKER	WIDE "9" ALIGNMENT OUTSIDE TIGHE END ON L.O.S.	BALL, BACK-FIELD, ACTION AND PULLING LANE	1. ON SNAP COME HARD AT GOOD FORCE ANGLE. SQUEEZE AND MAKE THINGS HAPPEN ON OFFENSIVE SIDE OF LINE OF SCRIMMAGE. "BRONCO FORCE" 2. PASS - OUTSIDE RUSHER.
WEAKSIDE OUTSIDE LINEBACKER	WIDE ALIGNMENT OUTSIDE TACKLE OPEN SIDE. ALIGNMENT WILL VARY WITH	BALL BACKFIELD ACTION AND PULLING LANE	1. ON SNAP COME HARD AT GOOD FORCE ANGLE. SQUEEZE AN MAKE THINGS HAPPEN ON OFFENSIVE SIDE OF LINE OF SCRIMMAGE. "BRONCO FORCE" "NORMAL AND OUT" CALL. 2. FORCE CHANGE UPS. STACK CALL - SKY OR CLEO 3. PASS - OUTSIDE RUSHER. POSSIBLE "CHANGE" CALL WITH "MAC".
STRONG SAFETY	"4" ALIGNMENT HEAD UP ON OFFENSIVE TACKLE WEAK SIDE 5 YARDS OFF BALL. (ALIGNMENT WILL VARY ACCORDING TO FORMATION AND ADJUSTMENTS)	"H" OR PRIMARY COVERAGE RESPONSIBILITY TO TACKLE.	1. RUN - KEY THRU TACKLE TO THE BALL. FLOW YOUR WAY C-D GAP YOUR WAY ON ANY DIRECTOR FAST READ. - FLOW AWAY BACKSIDE "A" GAP TO THE BALL. 2. PASS - M/M "H" ALL NORMAL 2 BACK SETS DOUBLE AND BLIZZARD. M/M "F" SLOTS. TRIPS #2 STRONG M/M. 3. ONE BACK MOVEMENT STRONG SAFETY AND FREE SAFETY M/M COVER OR DEEP MIDDLE ACCORDING TO MOVEMENT.

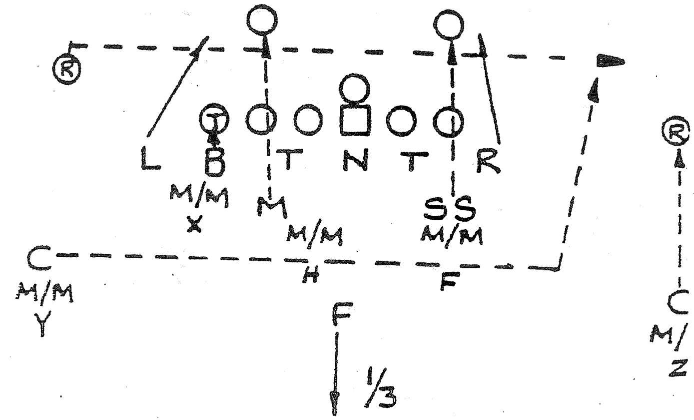
EAGLE - MAN

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
FETY	10-12 YARDS DEEP - VARY ALIGNMENT TACKLE TO TACKLE	QB TO BALL	1. DEEP 1/3 DEFENDER MIDDLE EXCEPT, 2. M/M ON #1 WEAK VS. SLOT, SLOT OPEN, PRO AND ACE. 3. ONE BACK MOVEMBNT FREE SAFETY AND STRONG SAFETY M/M COVER OR DEEP MIDDLE ACCORDING TO MOVEMENT.
STRONG CORNER	7 YARDS DEEP ONE YARD OUTSIDE OR PRESS ALIGNMENT ------------- 1,3, or 4 RECEIVERS IN GAME - LINE UP AS RIGHT OR LEFT CORNER ------------- 2 RECEIVERS IN GAME - CORNERS LINE UP ON THEM AND GO WITH THEIR MOTION	BALL TO RECEIVER	1. M/M on Z - LOCKED COVERAGE. 2. SECONDARY RUN SUPPORT.
K NER	7 YARDS DEEP ONE YARD OUT-SIDE OR PRESS ALIGNMENT ------------- 1, 3, or 4 RECEIVERS IN GAME - LINE UP AS RIGHT OR LEFT CORNER ------------- 2 RECEIVERS IN GAME - CORNERS LINE UP ON THEM AND GO WITH THEIR MOTION	BALL TO RECEIVER	1. M/M ON X - LOCKED COVERAGE. 2. SECONDARY RUN SUPPORT.

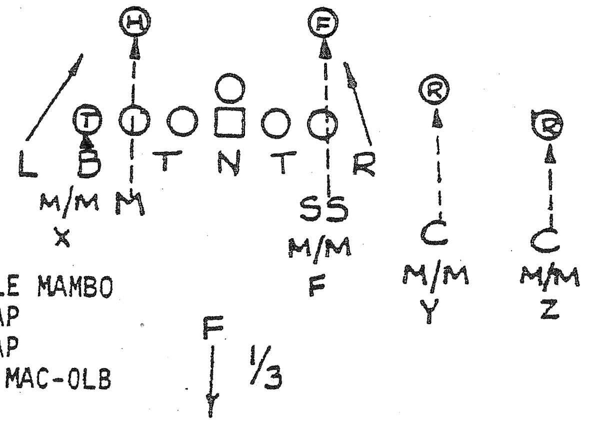
SPLIT LEFT



SPLIT SLOT RIGHT "YUM"

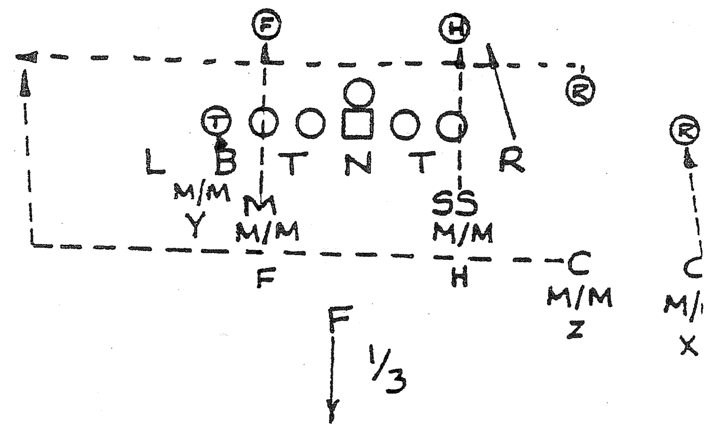


SPLIT SLOT RIGHT

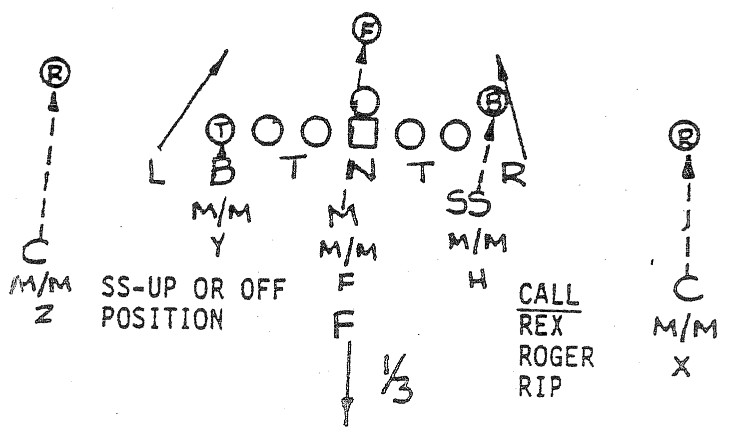


POSSIBLE MAMBO
(B-D GAP
M-C GAP
ANGE MAC-OLB

SPLIT LEFT ZOOM



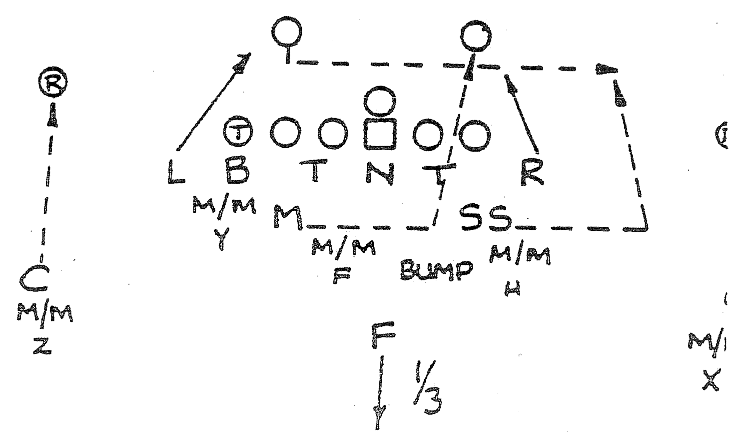
DOUBLE LEFT



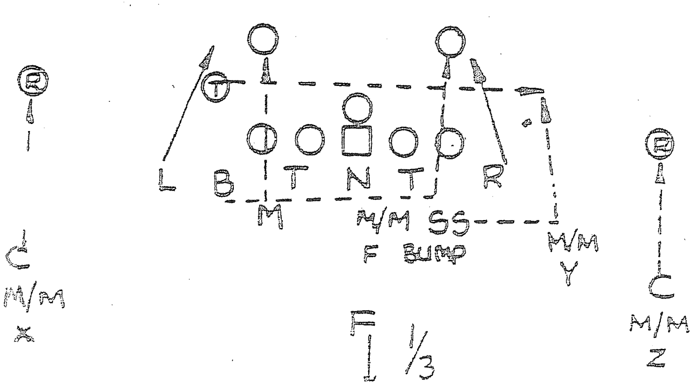
SS-UP OR OFF POSITION

CALL
REX
ROGER
RIP

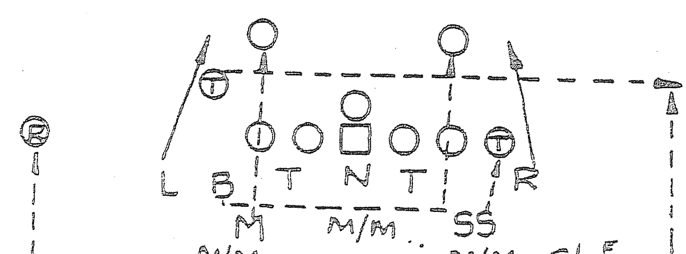
DOUBLE LEFT



SPLIT RIGHT "YUM"

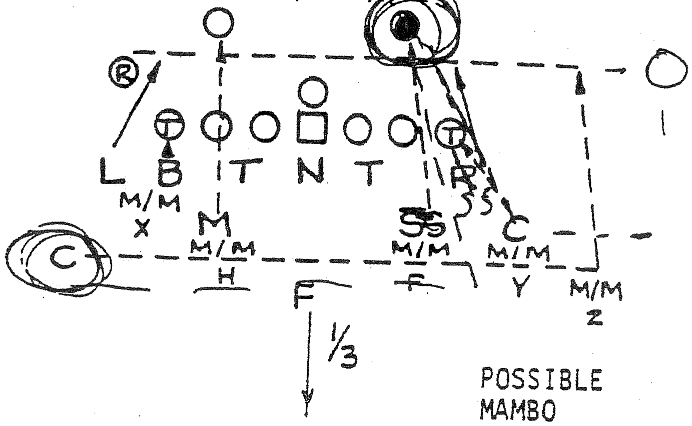


SPLIT RIGHT "2" ZOOM

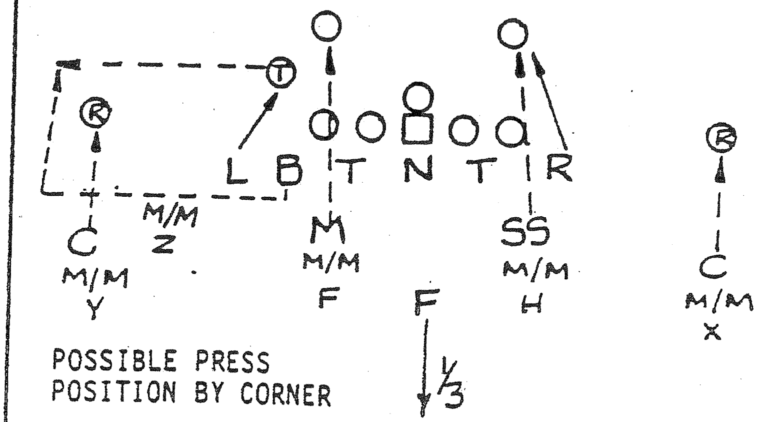


TAKE
MAMBO
OUT

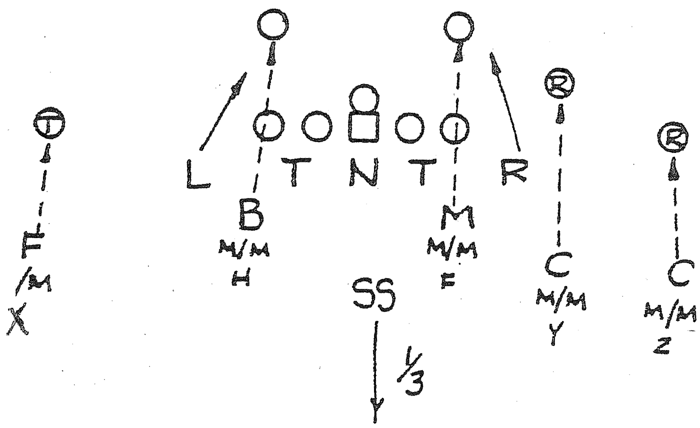
SPLIT RIGHT NEAR 2 (ZOOM)



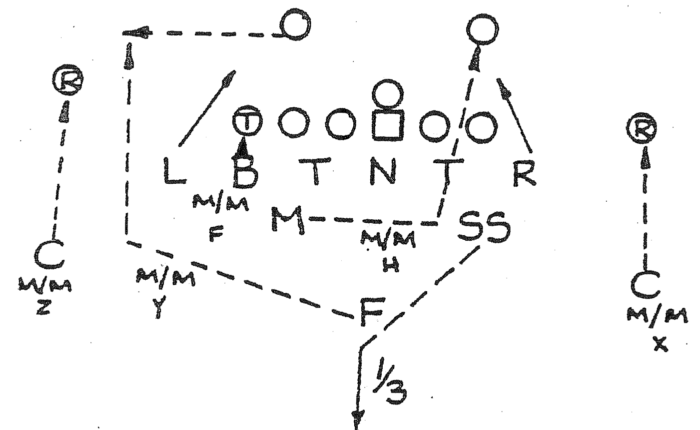
SPLIT LEFT FLEX Y "A" MOTION



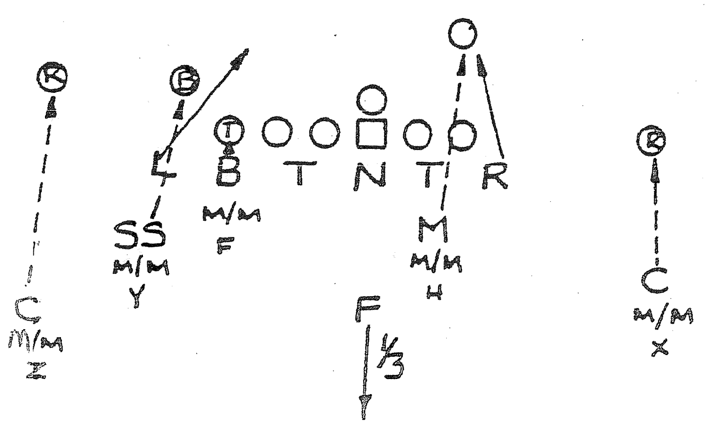
SPLIT SLOT RIGHT OPEN



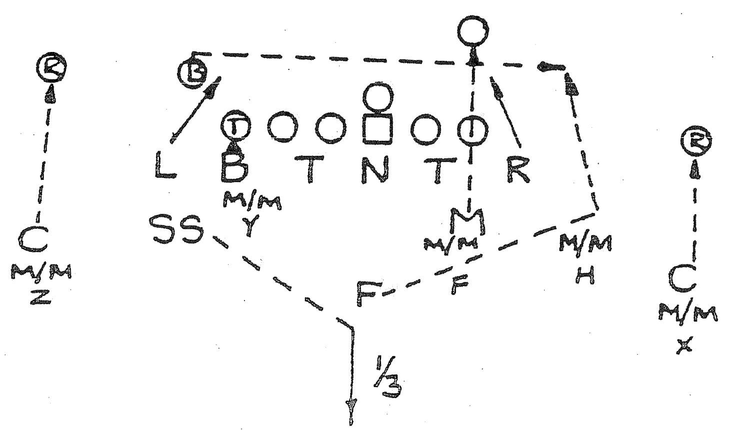
TIRPS LEFT FLY "W"



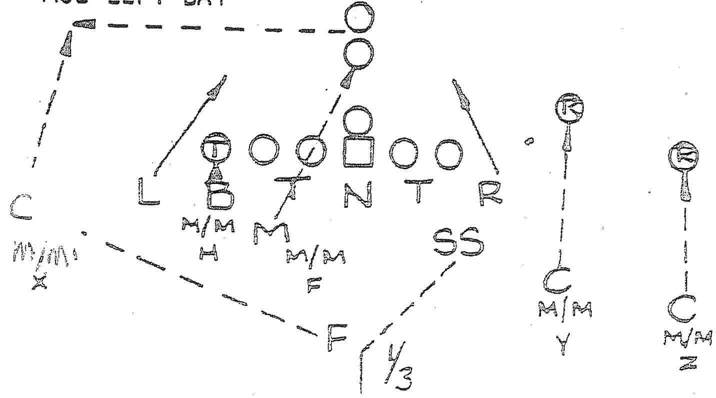
TRIPS LEFT



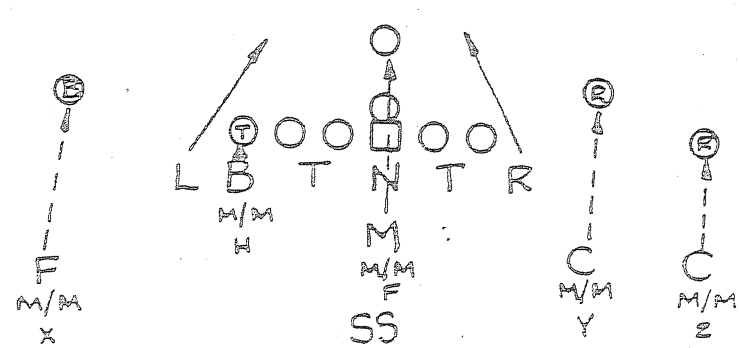
DOUBLE LEFT BAY



ACE LEFT BAY

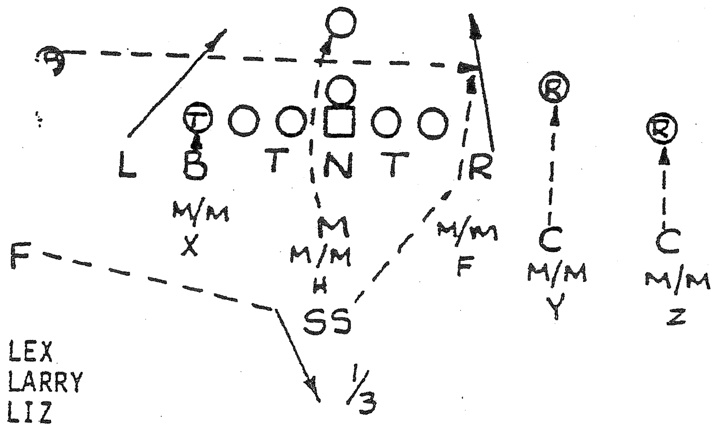


ACE RIGHT



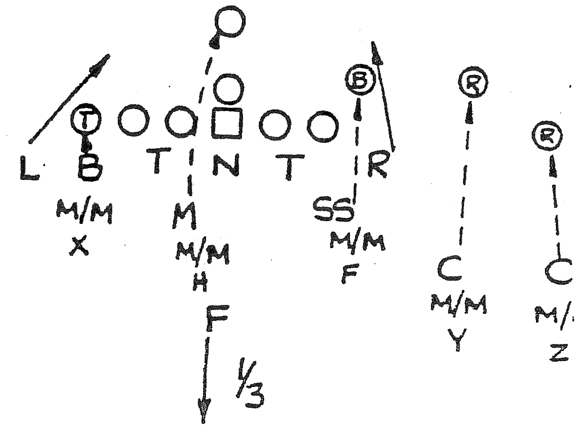
EAGLE - MAN

TRIPS SLOT RIGHT

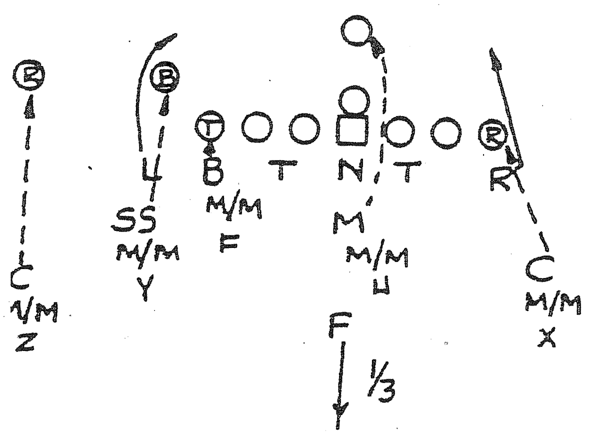


LEX
LARRY
LIZ

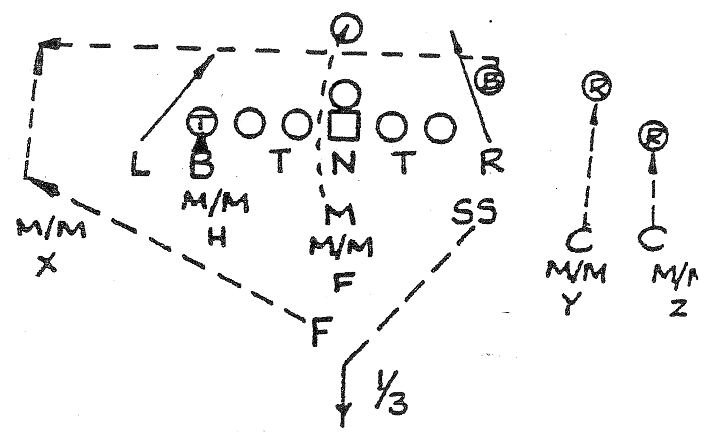
TRIPS SLOT RIGHT



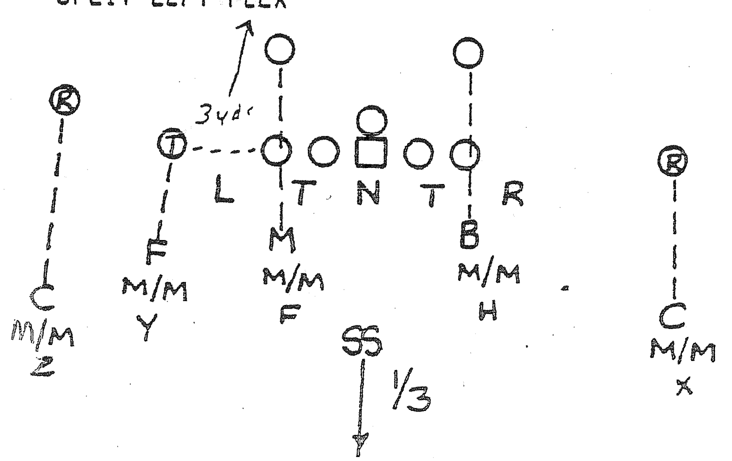
TRIPS LEFT NEAR-2



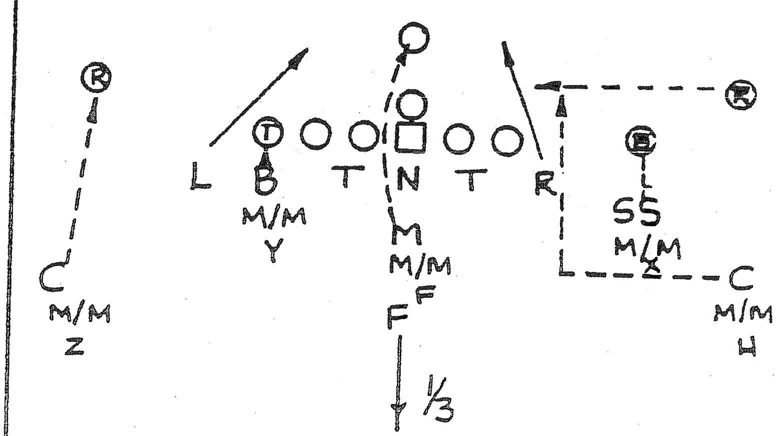
ACE LEFT (BAY)



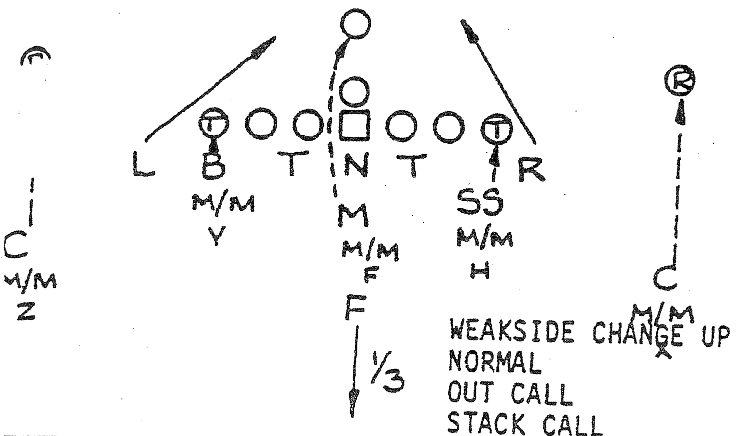
SPLIT LEFT FLEX



DOUBLE LEFT OUT (X P MOTION)

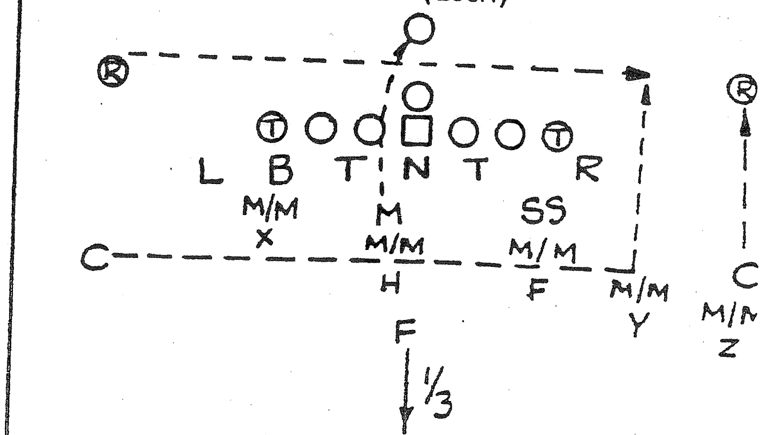


BLIZZARD LEFT

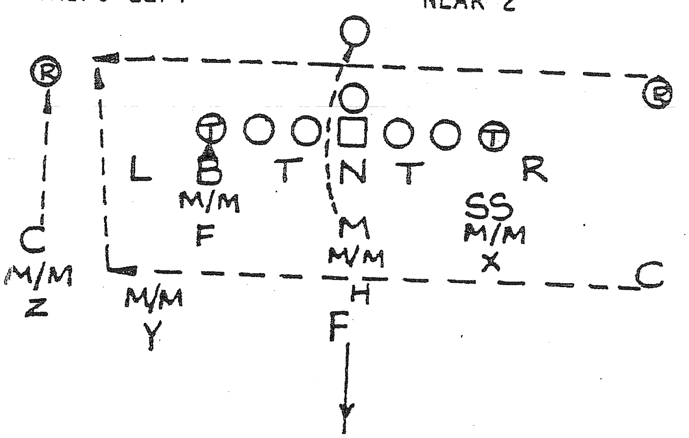


WEAKSIDE CHANGE UP
NORMAL
OUT CALL
STACK CALL

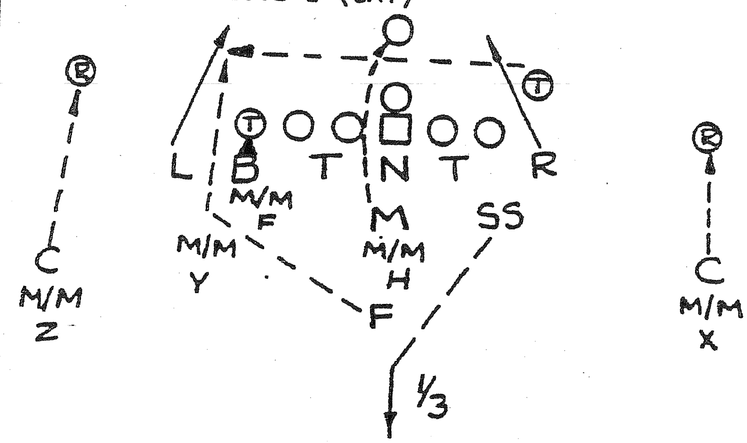
TRIPS RIGHT NEAR 2 (ZOOM)



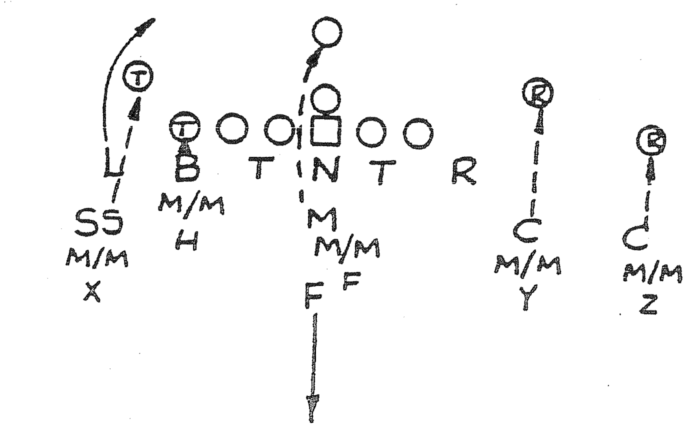
TRIPS LEFT NEAR 2



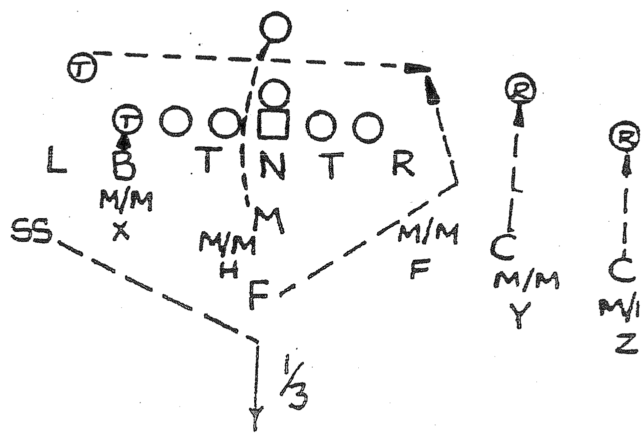
TRIPS LEFT CLOSE 2 (BAY)



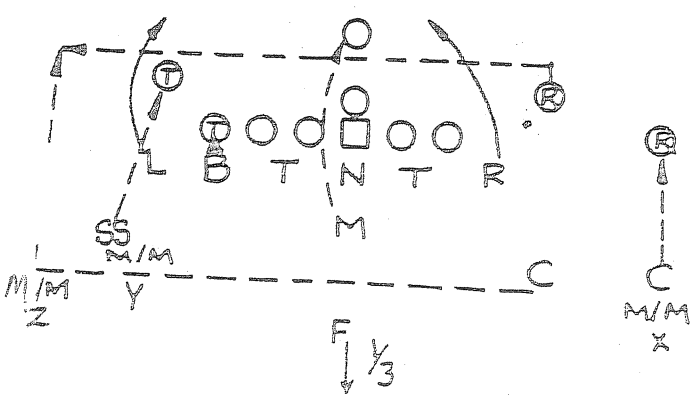
ACE RIGHT CLOSE 2



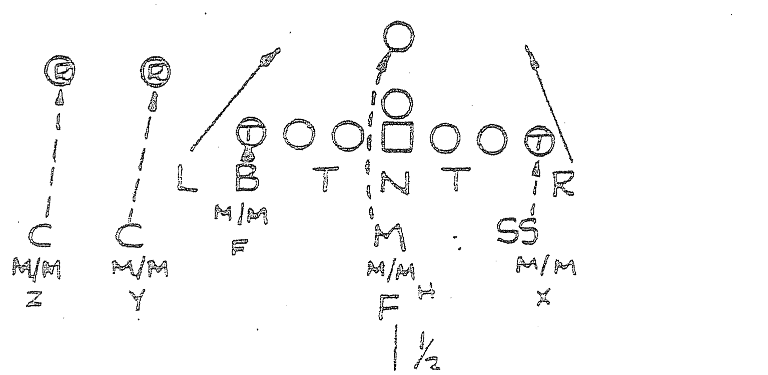
TRIPS SLOT RIGHT 2 (FLY)



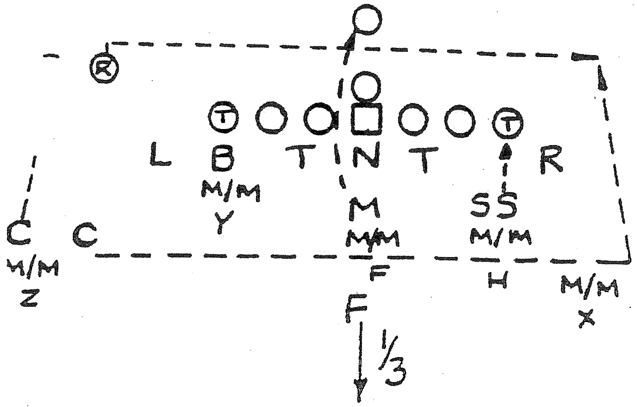
TRIPS LEFT CLOSE 2 (ZOOM)



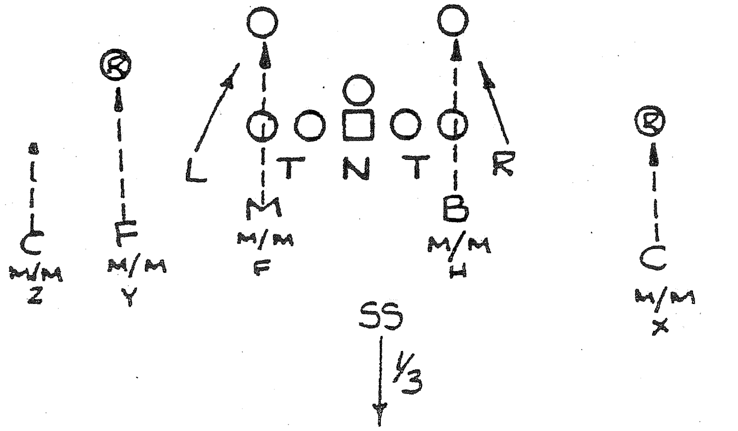
TRIPS LEFT NEAR - 2



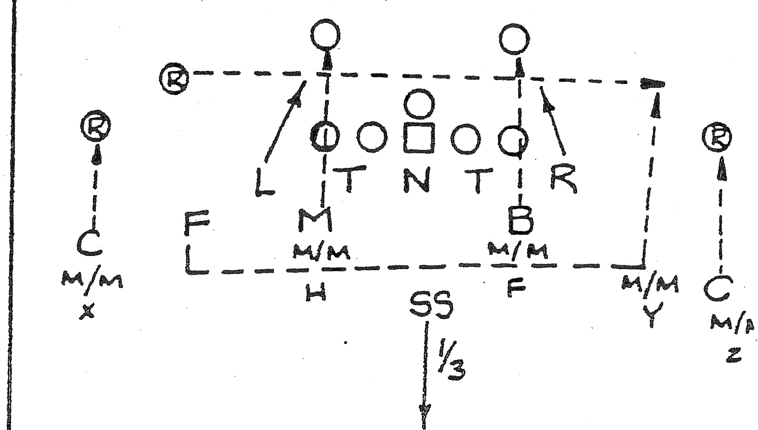
BLIZZARD LEFT (BAY)



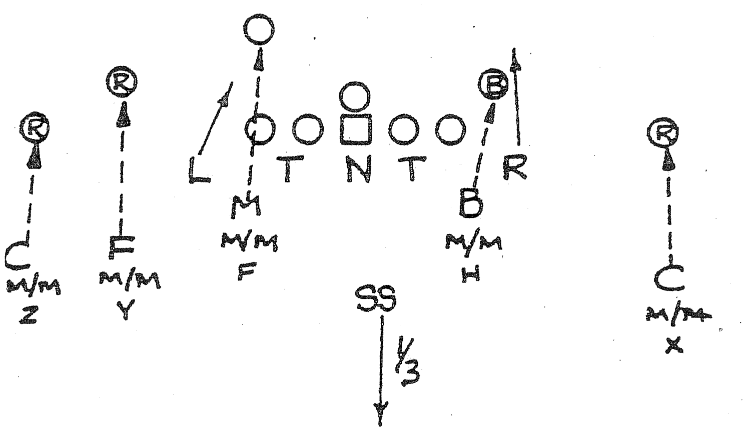
SPLIT LEFT PRO



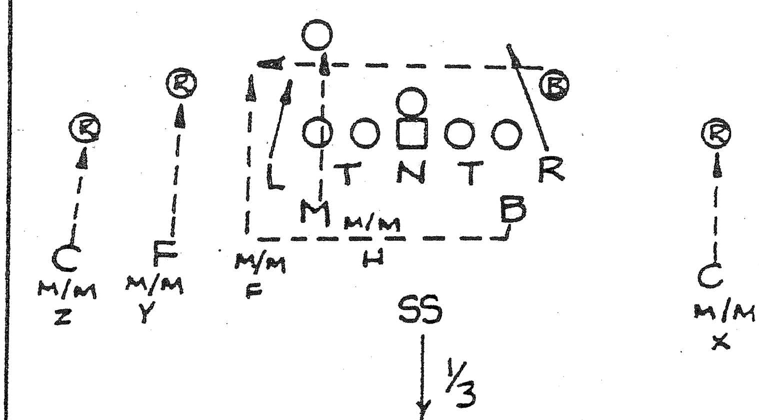
SPLIT RIGHT PRO (ZOOM)



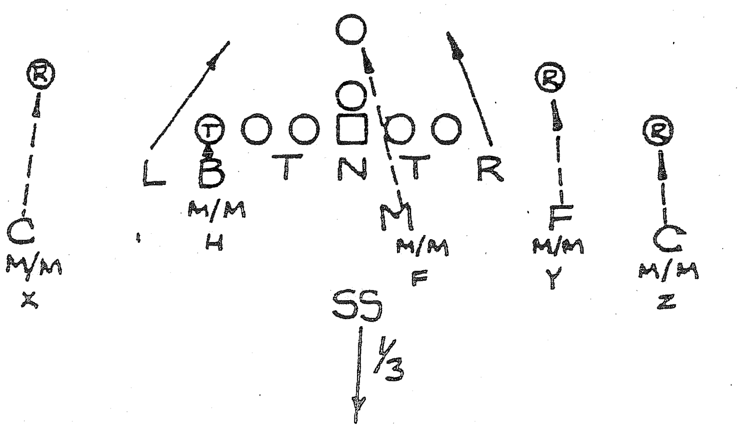
DOUBLE LEFT PRO "S"



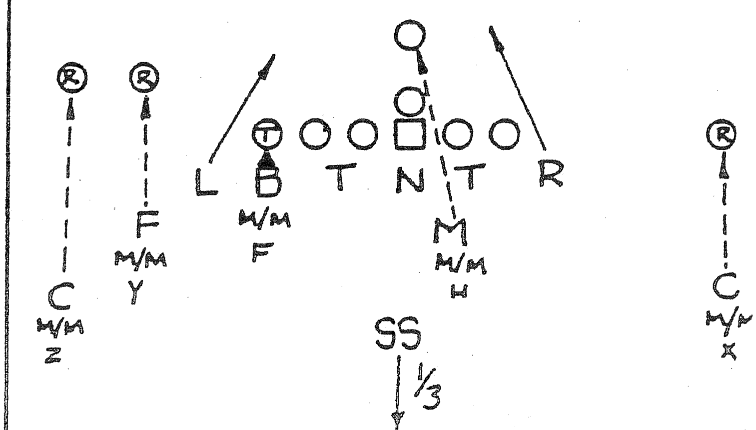
TRIPS LEFT PRO (BAY)



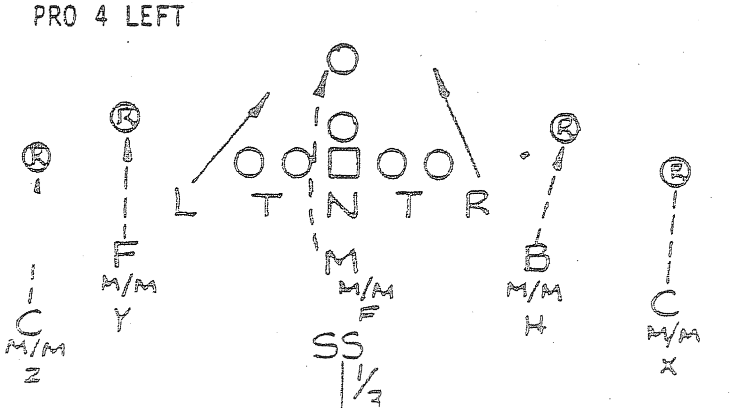
ACE RIGHT PRO



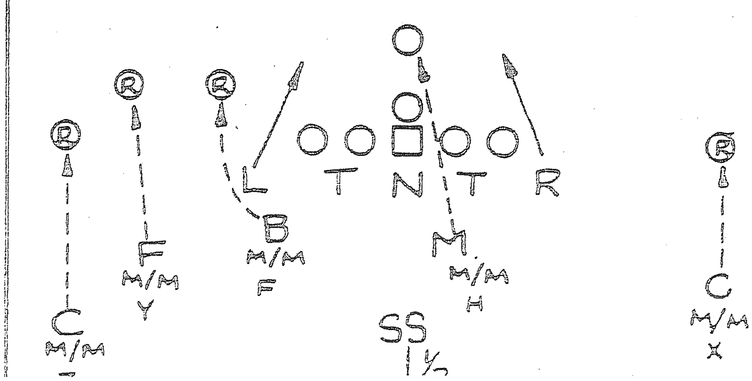
TRIPS LEFT

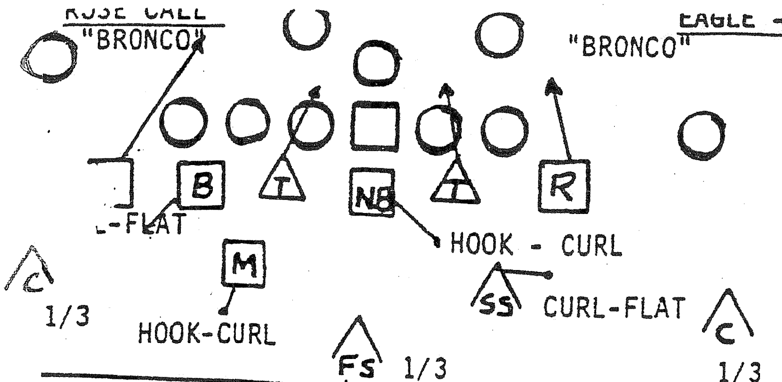


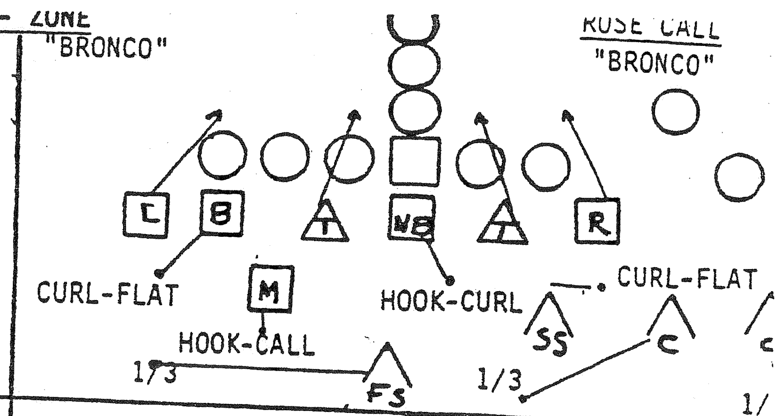
PRO 4 LEFT

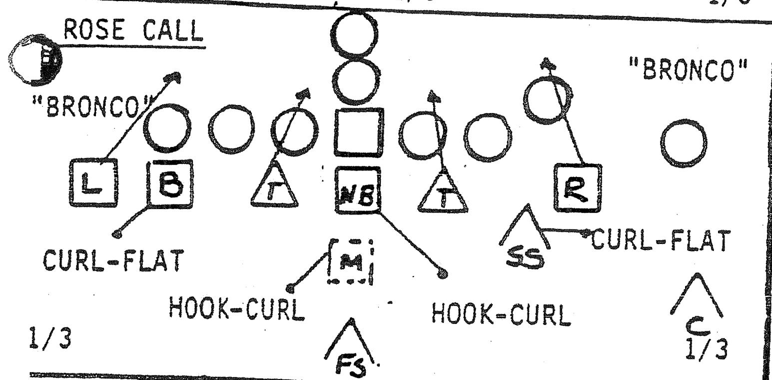


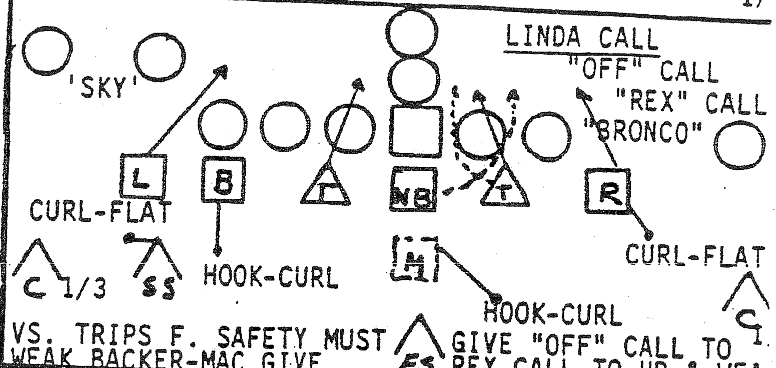
TRIPS LEFT PRO 4











POSITION	ALIGNMENT	KEY	RESPONSIBILITY
TACKLES	"3" ALIGNMENT ON GUARDS (VARY SHADE FROM OUTSIDE EYE TO TIP OF SHOULDER)	BALL AND GUARD	1. ON MOVEMENT LOW HARD CHARGE UPFIELD WORK FOR PENETRATION. 2. "B" GAP UNLESS STUNT OR GAME CHANGES RESPONSIBILITY 3. REX OR LEX CALL "A" GAP YOUR SIDE. 4. RIP OR LIZ CALL YOUR SIDE "B" GAP YOUR SIDE. AWAY "A" GAP YOUR SIDE.
NOSE BACKER	"0" ALIGNMENT HEAD UP ON CENTER - (VARY ALIGNMENT FROM TIGHT ON BALL TO SLIGHTLY OFF L.O.S.)	BALL AND CENTER	1. ON MOVEMENT CONTROL CENTER WITH HANDS. 2. RUN - "A" GAP FLOW SIDE WITH NO CALL - ROGER OR LARRY CALL "A" GAP TO SIDE OF CALL - REX OR LEX CALL "B" GAP TO SIDE OF CALL. 3. PASS - WEAK HOOK DEFENDER (AWAY FROM TIGHT END). 4. TRIPS - MAC GIVES REX OR LEX CALL (NO PASS RESPONSIBILITY AND RUN REX OR LEX). "BACKER" GETS "OFF" CALL FROM FREE SAFETY AND BECOMES WEAK HOOK DEFENDER.
MAC	"4" ALIGNMENT ON TACKLE 4 YDS OFF BALL. (ONE BACK SETS OR MAN COVERS MAY CHANGE ALIGNMENT TO MIDDLE OF FORMATION ON INSIDE COVERAGE POISTION ON WEAK BACK)	TACKLE BACKFIELD ACTION AND BALL	1. RUN - KEY THRU TACKLE TO THE BALL. THE BALL IS PRIMARY KEY WHEN LINED UP IN MIDDLE OF FORMATION. - FLO YOUR WAY C-D GAP ON ANY DIRECT OR FAST RE - FLOW AWAY BACKSIDE "A" GAP TO THE BALL. 2. PASS - HOOK TO CURL DEFENDER AWAY FROM ROSE OR LINDA CALL. 3. TRIPS - MUST GIVE REX OR LEX CALL WEAK. 4. OPEN FORMATION STRONG HOOK DEFENDER.

EAGLE - ZONE

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
P[illegible]ER	8-7 ALIGNMENT HEAD UP TO INSIDE SHADE ON TIGHT END	TIGHT END	1. JAM TIGHT END. 2. RUN - YOUR SIDE DEFEAT TIGHT END AND CONTROL CUT-BACK AREA - C-D GAPS. - RUN AWAY SQUEEZE "B" GAP. 3. PASS - ROSE OR LINDA CALL AWAY FROM YOU, CURL TO FLAT DEFENDER. NOTE - PRO AND OPEN 2 BACK FORMATIONS WEAK FLAT DEFENDER. - ROSE OR LINDA CALL YOUR WAY HOOK TO CURL DEFENDER.
STRONGSIDE OUTSIDE LINEBACKER	WIDE "9" ALIGNMENT OUT-SIDE TIGHT END ON L.O.S.	BALL, BACK-FIELD, ACTION AND PULLING LANE	1. ON SNAP COME HARD AT GOOD FORCE ANGLE - SQUEEZE AND MAKE THINGS HAPPEN ON OFFENSIVE SIDE OF LINE OF SCRIMMAGE. 2. "BRONCO FORCE" - EXCEPT SKY FORCE CALL WITH 7-MAN FRONT ADJUSTMENTS. 3. PASS - OUTSIDE RUSHER.
WEAKSIDE OUTSIDE LINEBACKER	WIDE ALIGNMENT OUTSIDE TACKLE OPEN SIDE. ALIGNMENT WILL VARY WITH	BALL BACK-FIELD ACTION AND PULLING LANE	1. ON SNAP COME HARD AT GOOD FORCE ANGLE. SQUEEZE AND MAKE THINGS HAPPEN ON OFFENSIVE SIDE OF LINE OF SCRIMMAGE. 2. "BRONCO FORCE" WITH NORMAL AND OUT CALL SITUATIONS 3. FORCE CHANGE UPS - NEAR-CLEO CALL (TIGHT WEAK) STACK CALL - CLEO OR SKY. 4. PASS - OUTSIDE RUSHER EXCEPT "OFF CALL" (TRIPS) CURL TO FLAT DEFENDER WEAK.
NG TY	"4" ALIGNMENT HEAD UP ON OFFENSIVE TACKLE WEAK SIDE 5 YARDS OFF BALL. (ALIGNMENT WILL VARY ACCORDING TO FORMATION AND ADJUSTMENTS.	TACKLE, BACK-FIELD ACTION AND BALL.	1. KEY THRU TACKLE TO THE BALL. FLOW YOUR WAY C-D GAP ON ANY DIRECT AND FAST READ. - FLOW AWAY "BACKSIDE" A GAP TO THE BALL. 2. PASS - CURL TO FLAT DEFENDER REGULAR AND SLOT FORMATIONS AS WELL AS BLIZZARD AND DOUBLE - TRIPS STRONG FLAT DEFENDER EXCEPT MOTION TO TRIPS. - TRIPS PRO AND ACE PLAY DEEP MIDDLE. 3. FORCE CHANGEUPS WEAK - STACK & CLEO CALL. STRONG-"SKY" WITH "7" MAN FRONT ADJUSTMENTS.

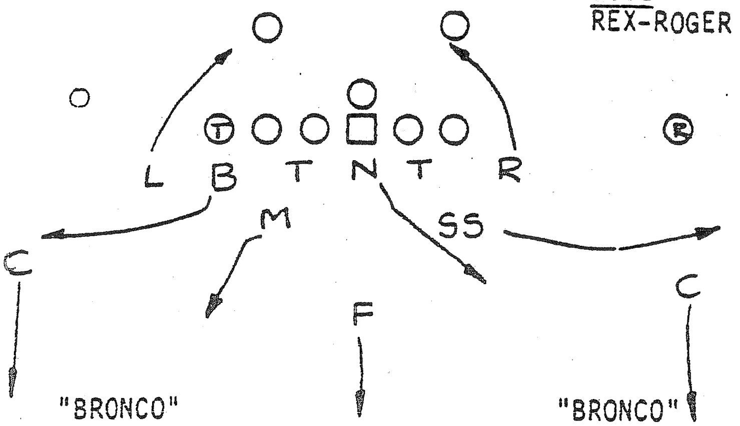
EAGLE - ZONE

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
:TY	10-12 YARDS DEEP - VARY ALIGNMENT TACKLE TO TACKLE	QB TO BALL	1. DEEP MIDDLE 1/3 DEFENDER EXCEPT 2. WEAK OUTSIDE 1/3 DEFENDER VS.: SLOTS TRIPS SLOT TRIPS NEAR 2 ACE 3. STRONG FLAT DEFENDER ALL PRO FORMATIONS - BACK OR TIGHT END MOTION TO TRIPS OR MOTION TO DOUBLE FROM TRIPS. 4. MUST GIVE SKY CALL ON YOUR 7-MAN FRONT ADJUSTMENTS BECOME STRONG FLAT DEFENDER.
STRONG CORNER	7 YARDS DEEP ONE YARD OUT-SIDE OR PRESS ALIGNMENTS ------------ 1,3, or 4 RECEIVERS IN GAME LINE UP AS RIGHT OR LEFT CORNER -------------- 2 RECEIVERS IN GAME - CORNERS LINE UP ON THEM AND GO WITH THEIR MOTION.	BALL TO RECEIVER	1. 1/3 DEEP OUTSIDE DEFENDER. 2. SECONDARY RUN SUPPORT.
WEAK CORNER	7 YARDS DEEP ONE YARD OUT-SIDE ON PRESS ALIGNMENT ------------- 1,3 or 4 RECEIVERS IN GAME - LINE UP AS RIGHT OR LEFT CORNER ------------ 2 RECEIVERS IN GAME - LINE UP ON THEM AND GO WITH THEIR MOTION.	BALL TO RECEIVER	1. 1/3 DEEP OUTSIDE DEFENDER. 2. WHEN LINE UP ON #2 STRONG SIDE MIDDLE 1/3 DEFENDER EXCEPT ACE STRONG FLAT DEFENDER. (SKY CALL)

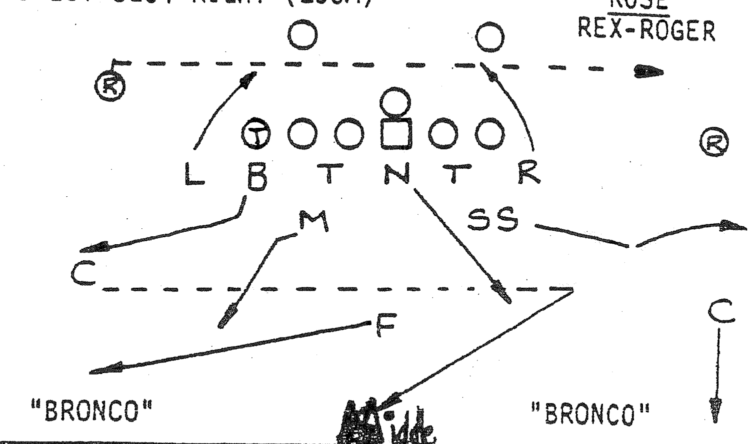
... will play underneath.

EAGLE - ZONE

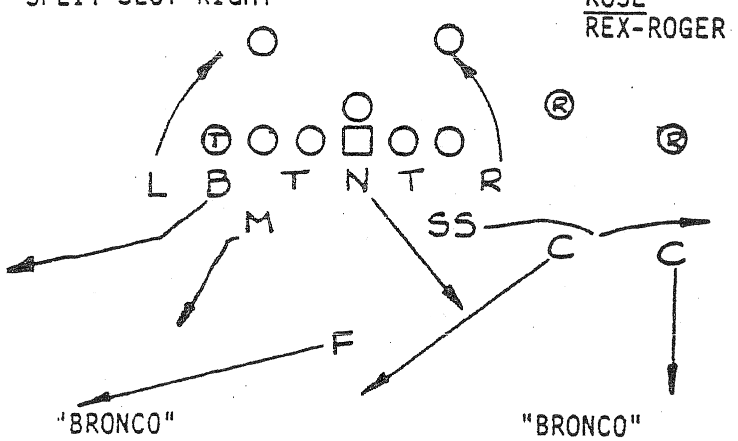
SPLIT LEFT



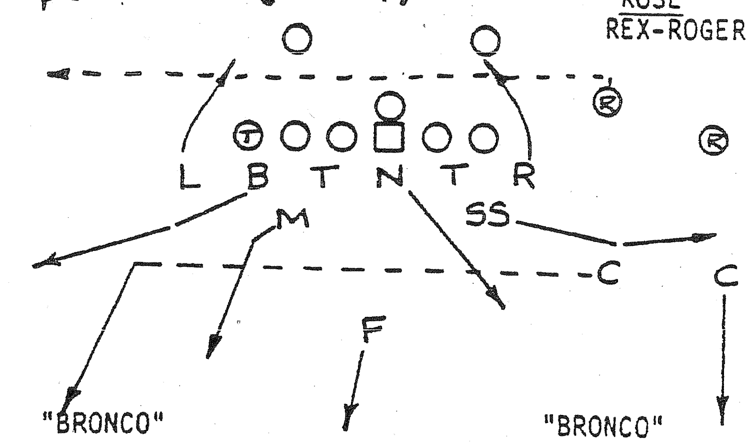
SPLIT SLOT RIGHT (ZOOM)



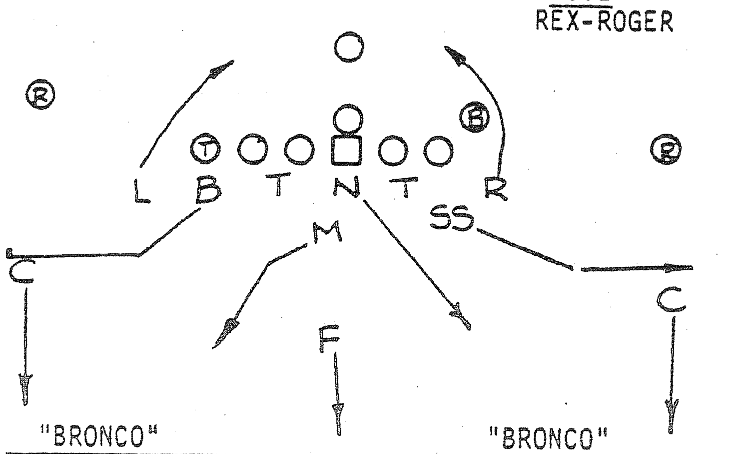
SPLIT SLOT RIGHT



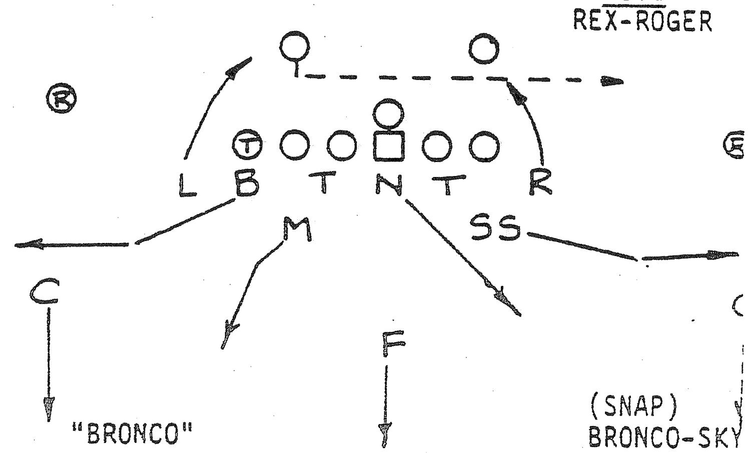
Split Left (Zoom)



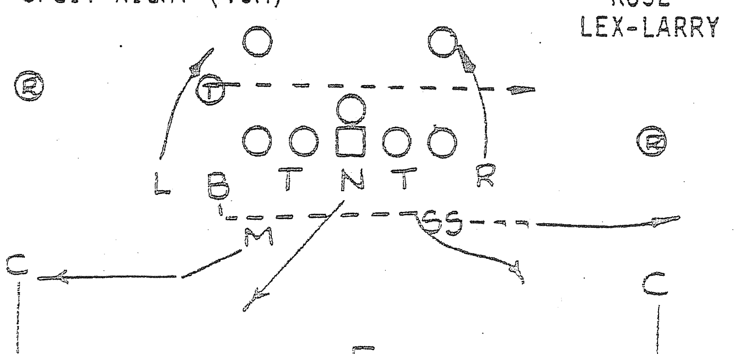
DOUBLE LEFT



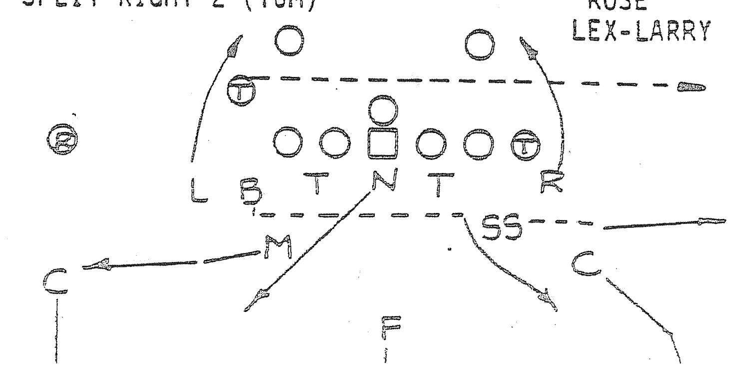
DOUBLE Left BAY



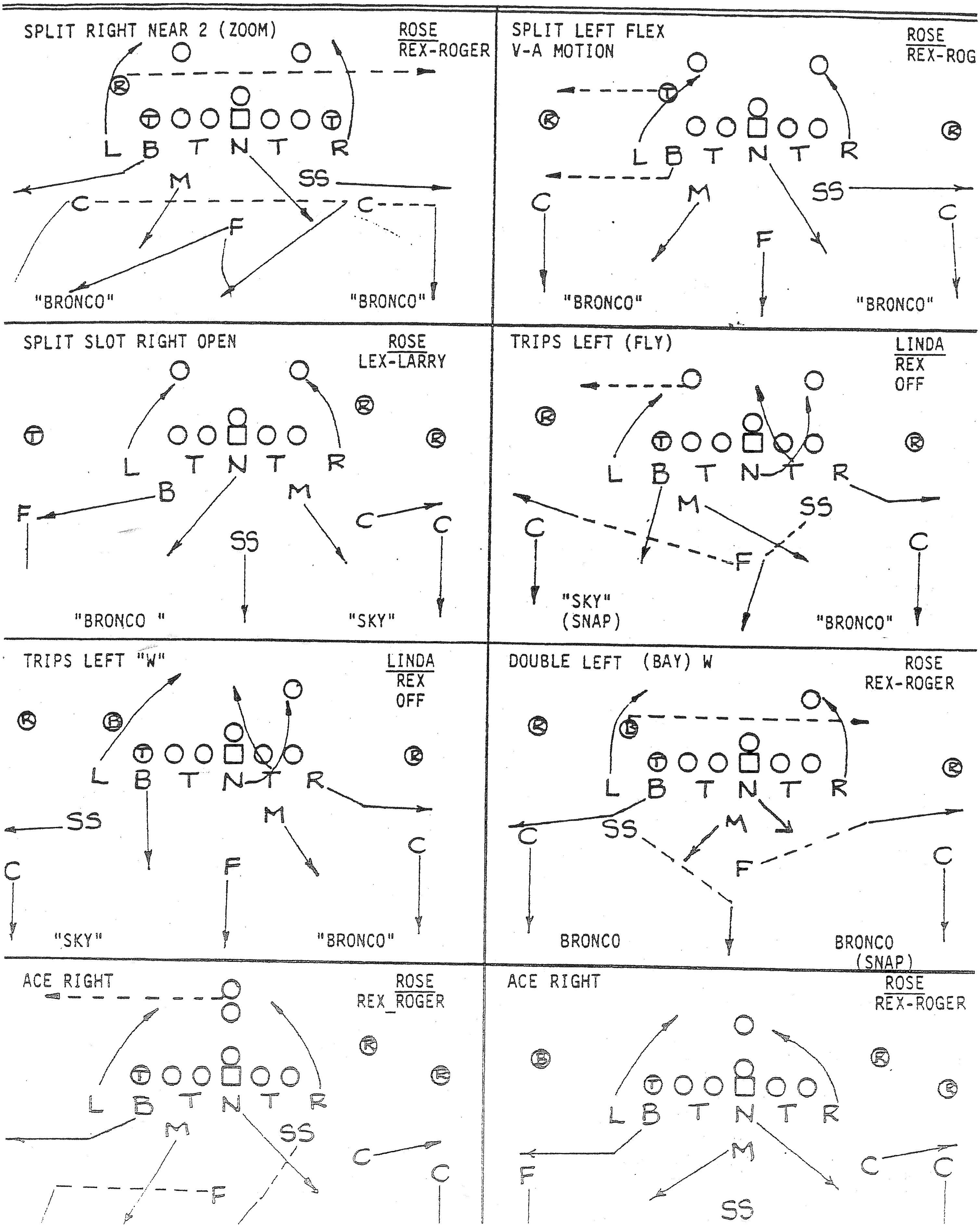
SPLIT RIGHT (YUM)



SPLIT RIGHT 2 (YUM)



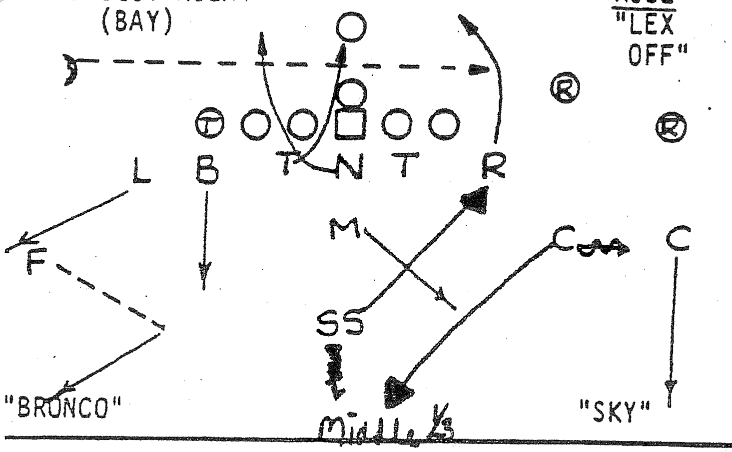
EAGLE - ZONE


SPLIT RIGHT NEAR 2 (ZOOM)
ROSE
REX-ROGER
"BRONCO"
"BRONCO"
SPLIT LEFT FLEX
V-A MOTION
ROSE
REX-ROG
"BRONCO"
"BRONCO"
SPLIT SLOT RIGHT OPEN
ROSE
LEX-LARRY
"BRONCO "
"SKY"
TRIPS LEFT (FLY)
LINDA
REX
OFF
"SKY"
(SNAP)
"BRONCO"
TRIPS LEFT "W"
LINDA
REX
OFF
"SKY"
"BRONCO"
DOUBLE LEFT (BAY) W
ROSE
REX-ROGER
BRONCO
BRONCO
(SNAP)
ACE RIGHT
ROSE
REX_ROGER
ACE RIGHT
ROSE
REX-ROGER

EAGLE - ZONE

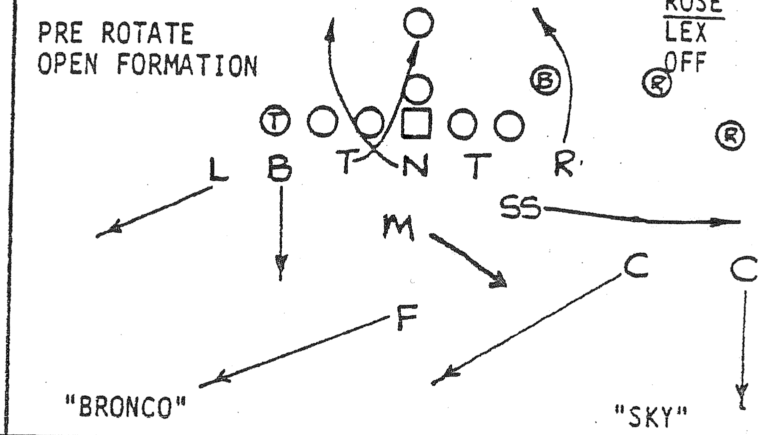
TRIPS SLOT RIGHT
(BAY)

ROSE
"LEX
OFF"



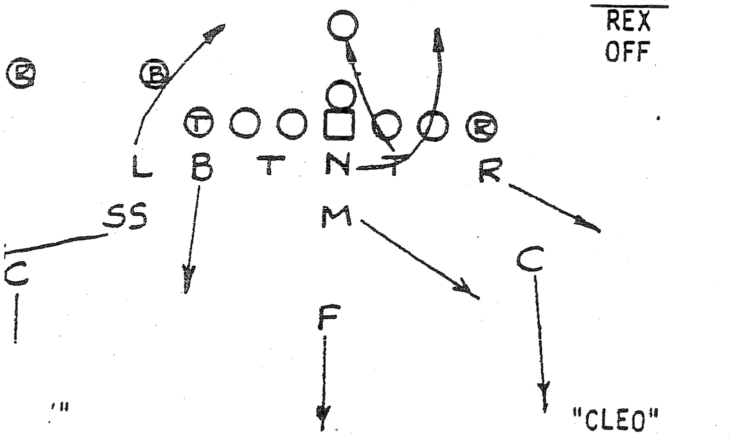
TRIPS SLOT RIGHT
PRE ROTATE
OPEN FORMATION

ROSE
LEX
OFF



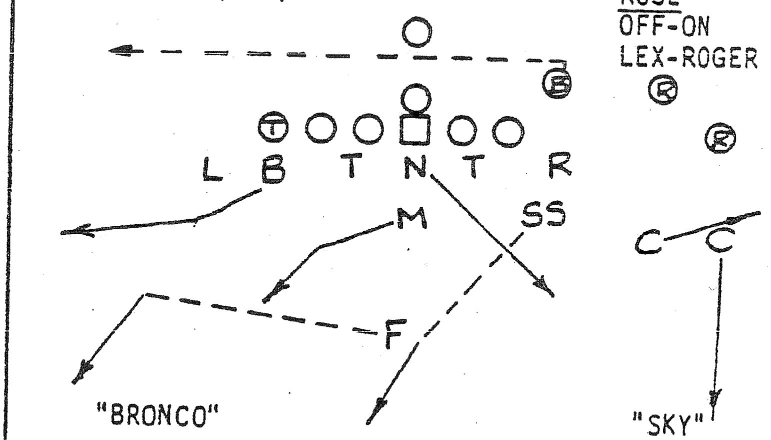
TRIPS LEFT NEAR

LINDA
REX
OFF



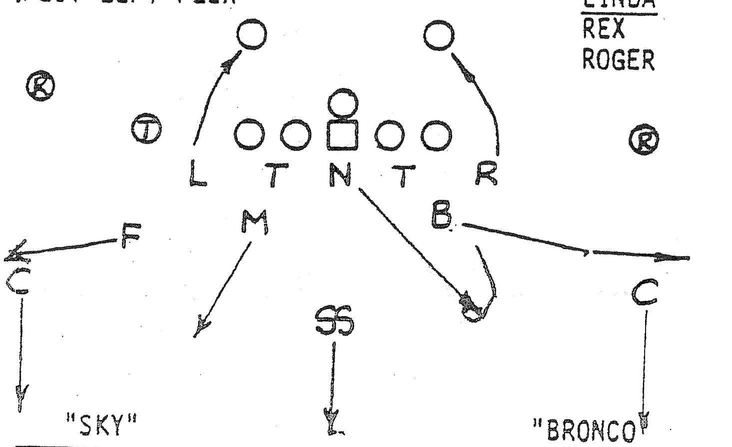
ACE RIGHT (BAY)

ROSE
OFF-ON
LEX-ROGER



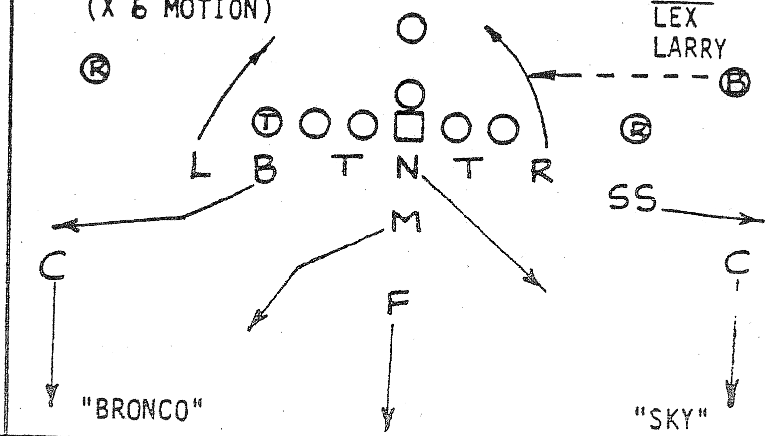
SPLIT LEFT FLEX

LINDA
REX
ROGER



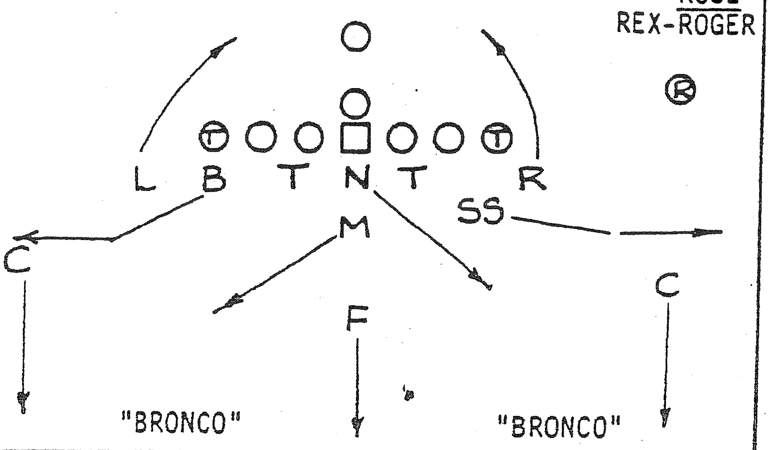
DOUBLE LEFT OUT
(X 6 MOTION)

ROSE
LEX
LARRY

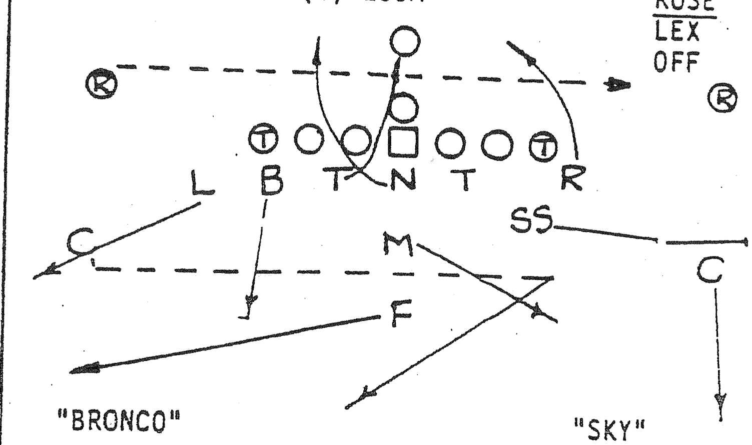


EAGLE - ZONE

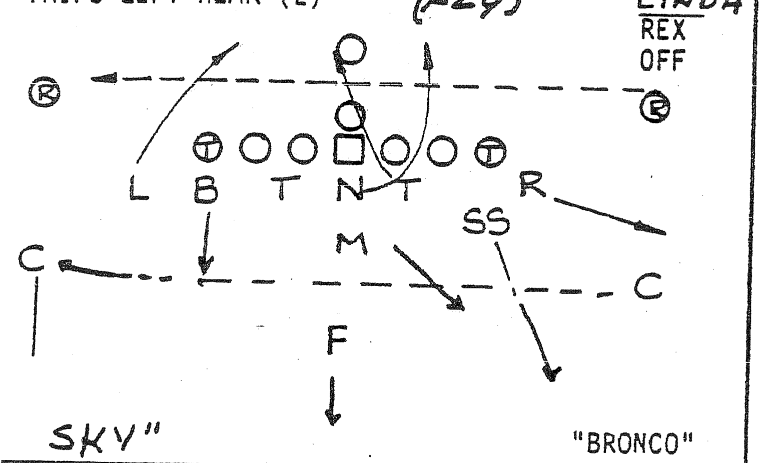
BLIZZARD LEFT



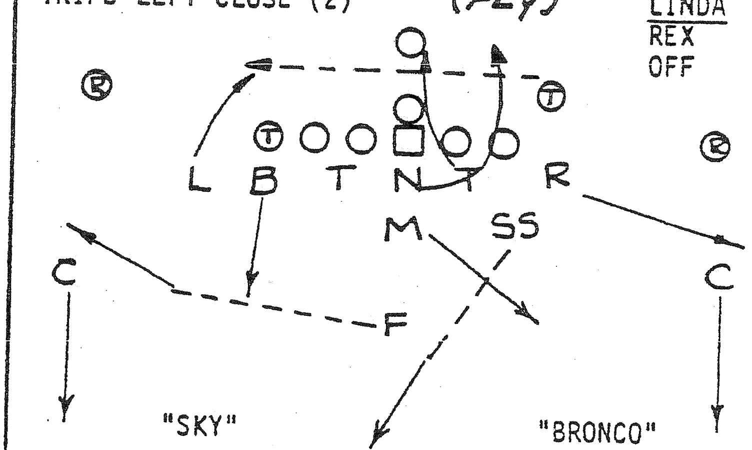
TRIPS RIGHT NEAR (2) ZOOM



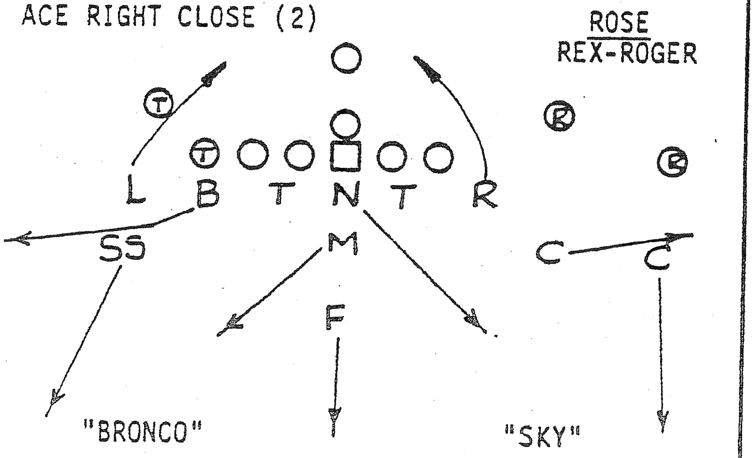
TRIPS LEFT NEAR (2) (FLY)



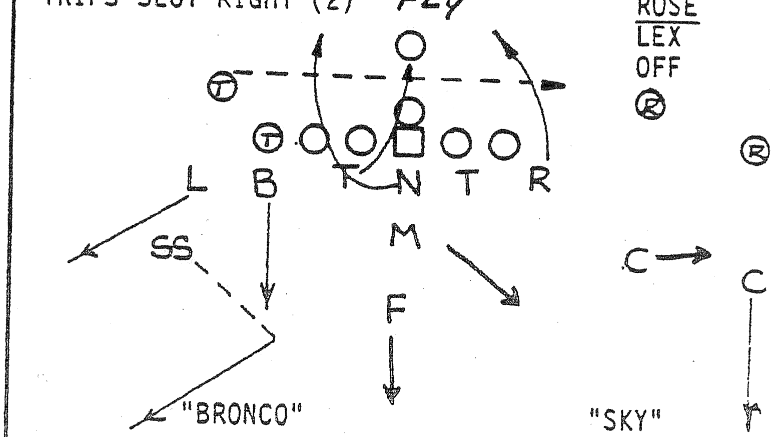
TRIPS LEFT CLOSE (2) (FLY)



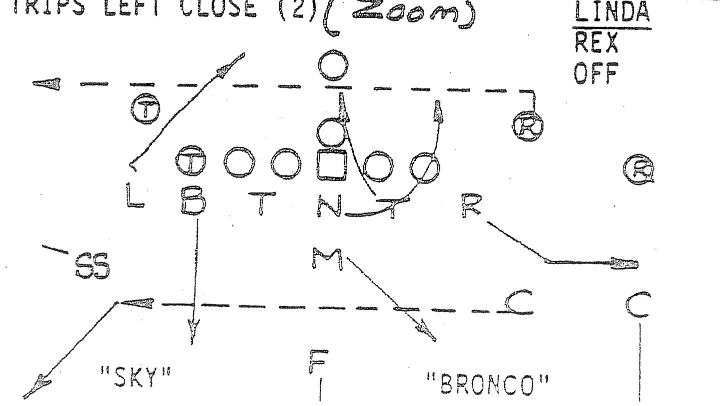
ACE RIGHT CLOSE (2)



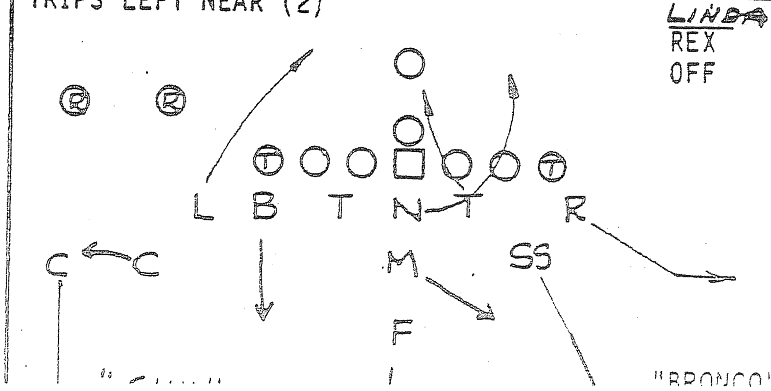
TRIPS SLOT RIGHT (2) FLY



TRIPS LEFT CLOSE (2)(Zoom)



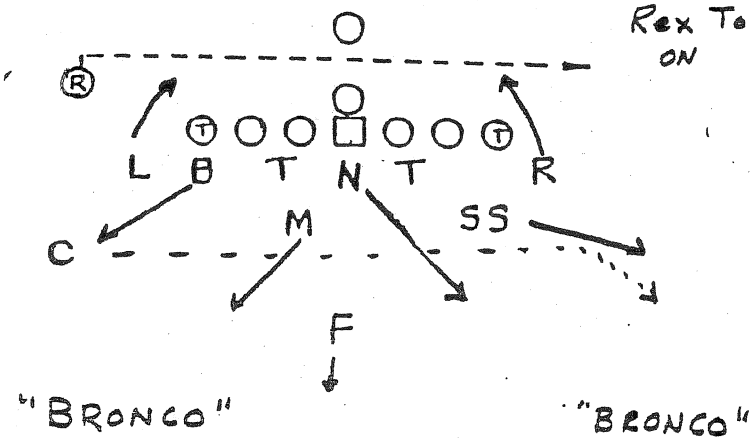
TRIPS LEFT NEAR (2)



LIZZARD LEFT BAY

Rose

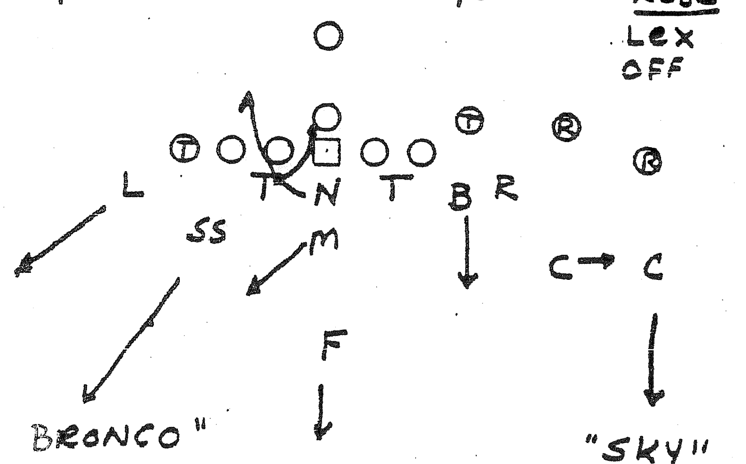
Rex To ON



-RIPS RIGHT NEAR 2 YOFF

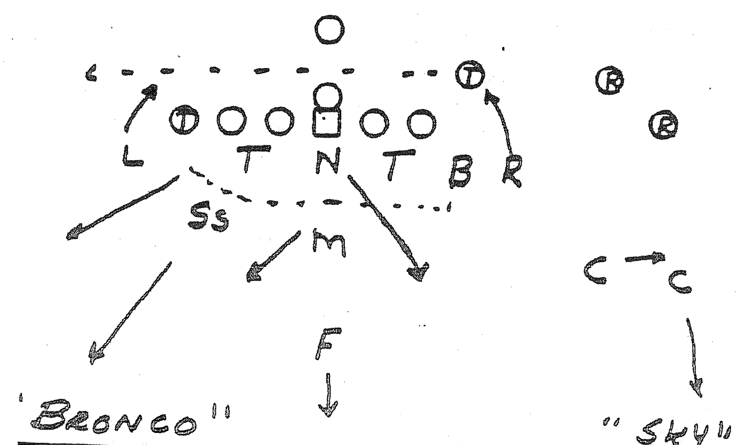
Rose

Lex OFF



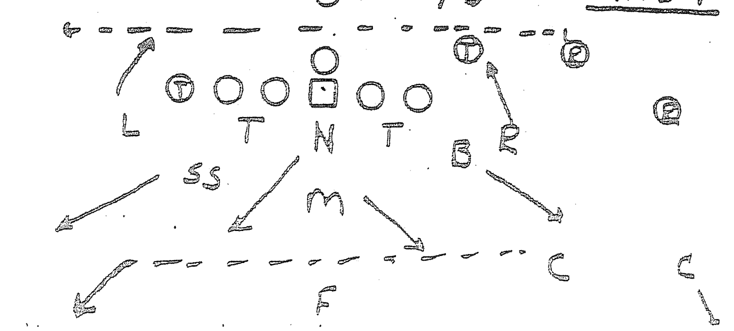
ACC RIGHT 2 BAY

Rose



BLIZZARD RIGHT (BAY)

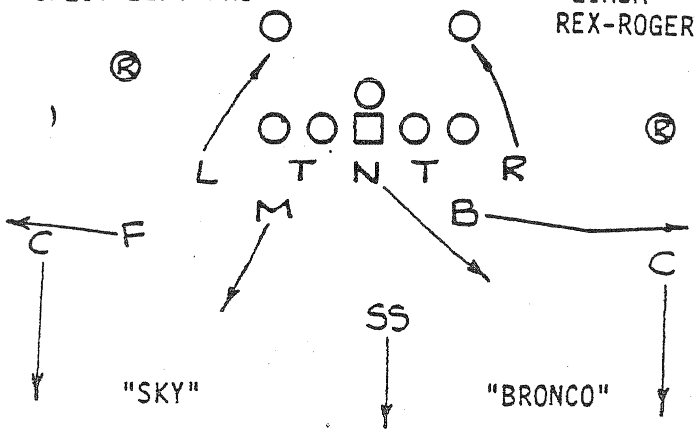
LINDA



EAGLE - ZONE

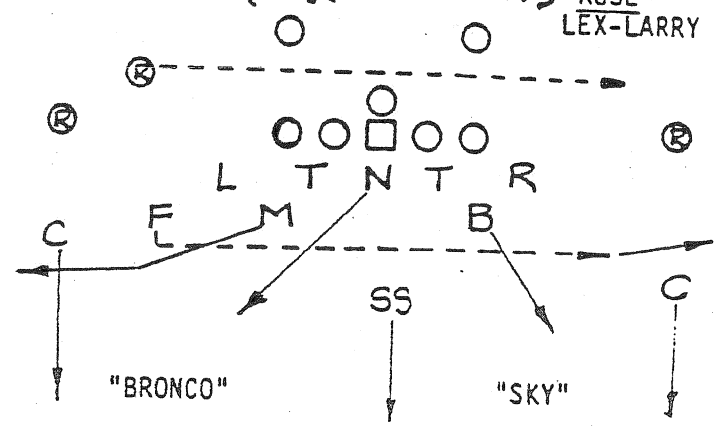
SPLIT LEFT PRO

LINDA
REX-ROGER



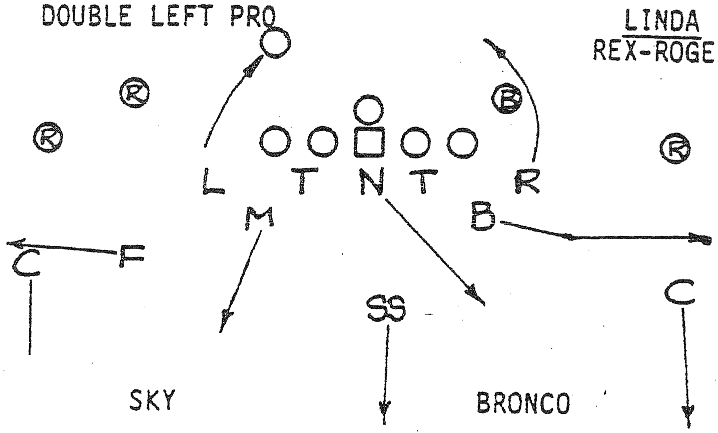
SPLIT RIGHT PRO (ZOOM)(CALL TO N)

ROSE
LEX-LARRY



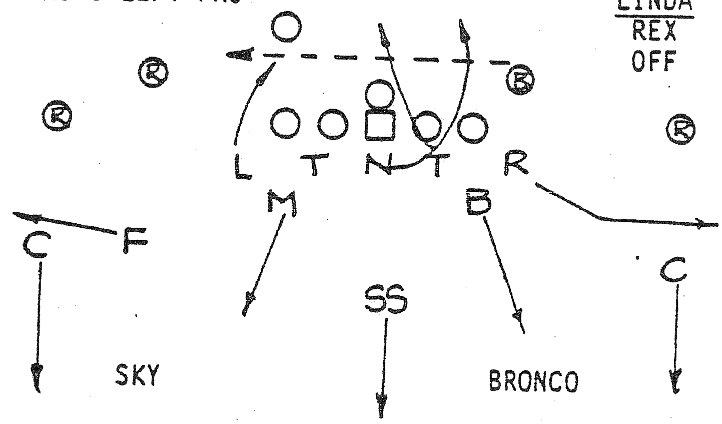
DOUBLE LEFT PRO

LINDA
REX-ROGER



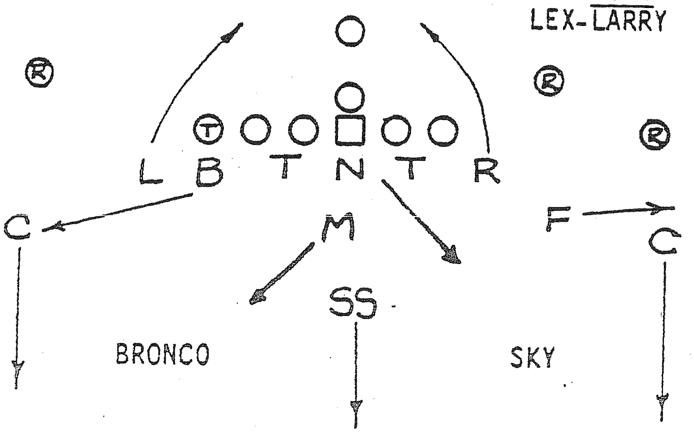
TRIPS LEFT PRO

LINDA
REX
OFF



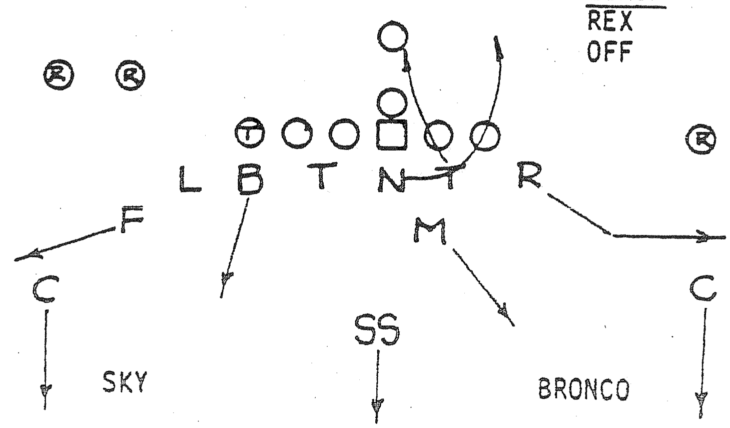
ACE RIGHT PRO

ROSE
LEX-LARRY



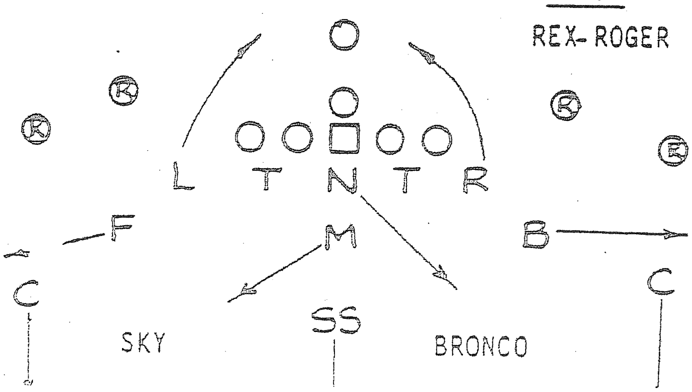
TIRPS LEFT PRO

LINDA
REX
OFF



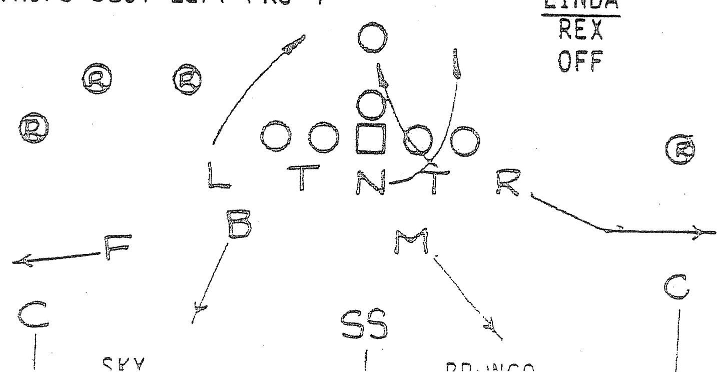
PRO 4 LEFT

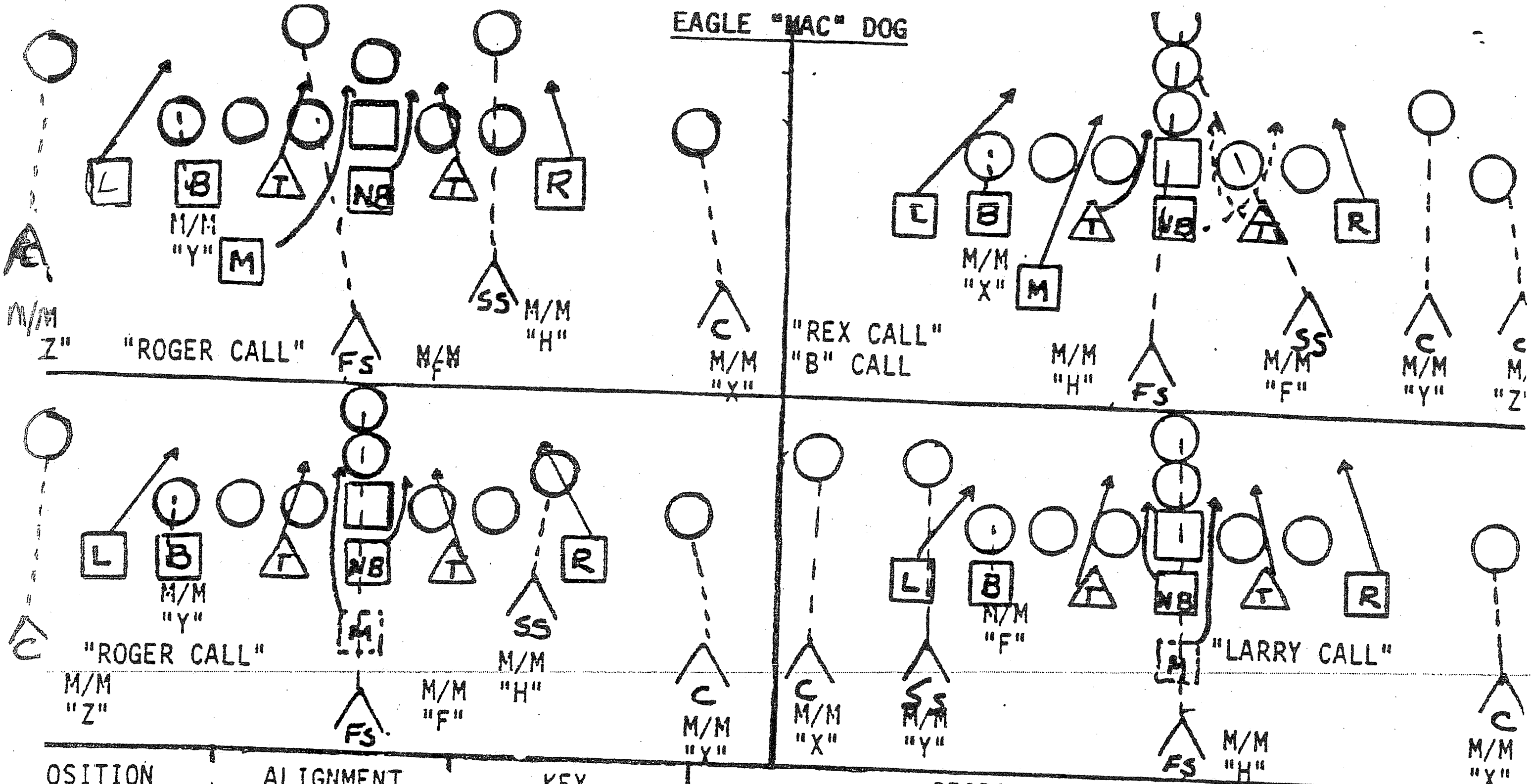
LINDA
REX-ROGER



TRIPS SLOT LEFT PRO 4

LINDA
REX
OFF

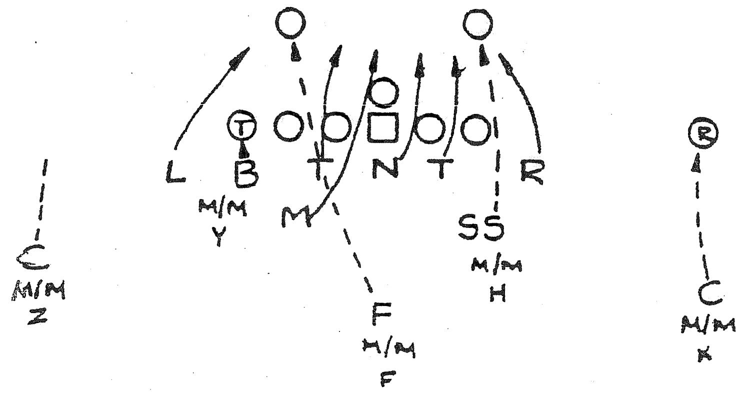




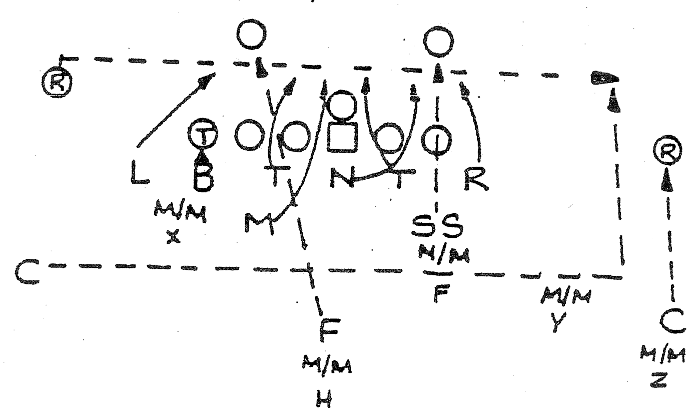
OSITION	ALIGNMENT	KEY	RESPONSIBILITY
TACKLES	"3" ALIGNMENT	BALL	STRONG - GET OFF. "B" GAP WITH NO CALL "A" GAP WITH "B" CALL FROM MAC. WEAK - GET OFF. "B" GAP - POSSIBLE REX-LEX CALL.
E KER	"0" ALIGNMENT	BALL	WILL GET ROGER OR LARRY CALL OR REX OR LEX CALL ON EVERY DOWN.
BACKER	8-7 ALIGNMENT	BALL	M/M TIGHT END - SLOT OPEN OR 2 BACK PRO FORMATIONS #2 WEAK M/M. POSSIBLE SWITCH CALL.
STRONG BACKER	WIDE 9 ALIGN-MENT	BALL	BLITZ WITH CONTAINMENT.
WEAK BACKER	WIDE 9 ALIGN-MENT ON TACKLE	BALL	BLITZ WITH CONTAINMENT
MAC	4 ALIGNMENT ON TACKLE 4 YDS OFF BALL	BALL	GIVE ROGER OR LARRY OR REX OR LEX CALL TO NOSE ON EVERY PLAY AND BLITZ "A" OR "B" GAP ACCORDING TO CALL
STRQNG SAFETY	4 ALIGNMENT ON TACKLE 5 YDS OFF BALL	BALL TO RECEIVER	2 BACK SETS NORMAL #2 WEAK M/M. SLOT #3 TO SLOT SIDE ONE BACK #2 WEAK OR #2 STRONG M/M.
FREE SAFETY	10-12 YDS DEEP BUT VARY ALIGNMENT FOR BEST COVERAGE	BALL TO RECEIVER	#3 STRONG M/M NORMAL 2 BACK SETS - SLOT #2 WEAK M/M. SLOT OPEN #1 WEAK M/M. PRO #2 STRONG M/M. ONE BACK REMAINING BACK REGULAR PEOPLE.
STRONG NER	7 YDS DEEP ONE YARD OUT-SIDE OR PRESS ALIGNMENT	BALL TO RECEIVER	M/M #1 STRONG - GO WITH MOTION AND COVER.
WEAK CORNER	7 YDS DEEP ONE YARD OUT-SIDE OR PRESS ALIGNMENT	BALL TO RECEIVER	M/M #1 WEAK - SLOT #2 STRONG M/M - GO WITH MOTION AND COVER.

EAGLE - MAC DOG

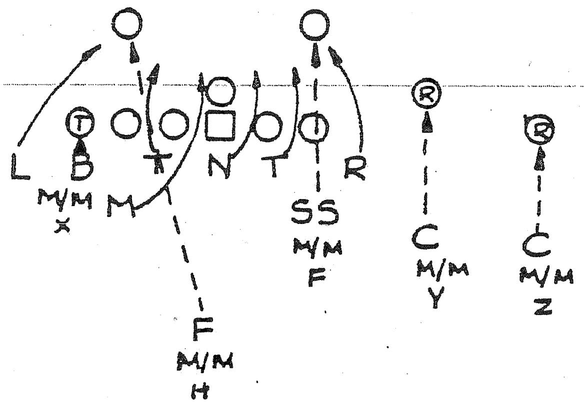
SPLIT LEFT



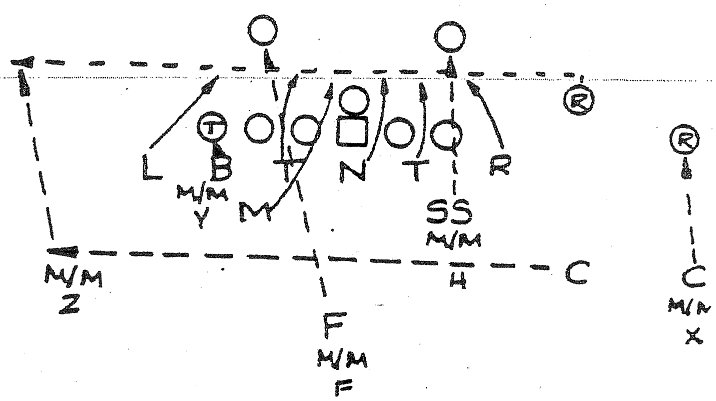
SPLIT SLOT RIGHT (ZOOM)



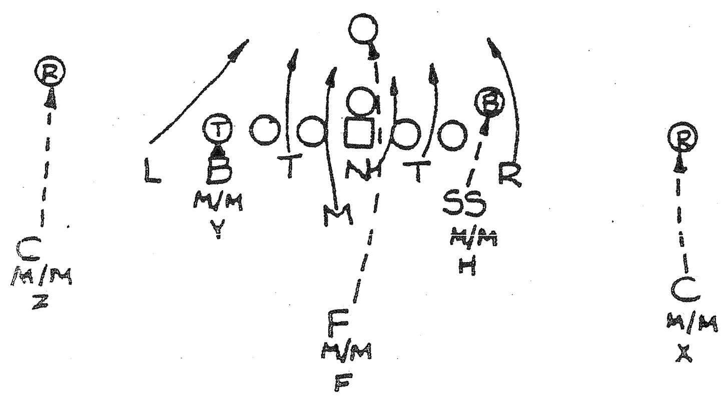
SPLIT SLOT RIGHT



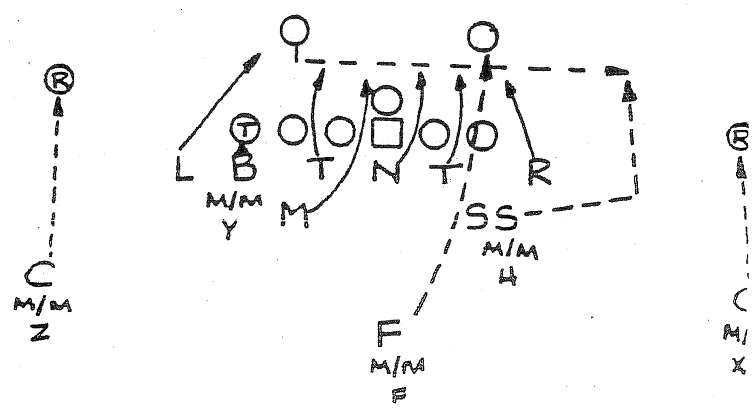
SPLIT LEFT (ZOOM)



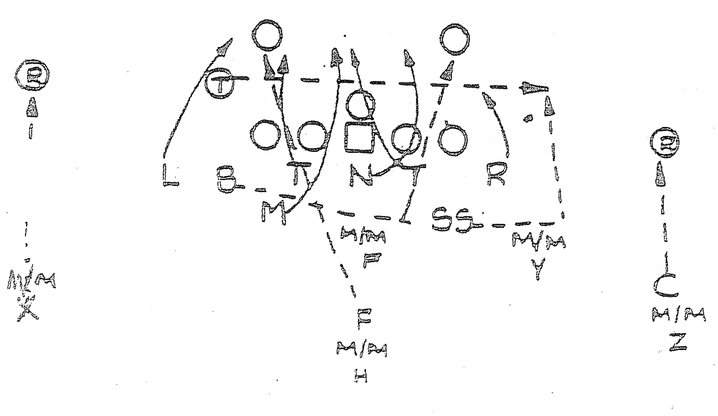
DOUBLE LEFT



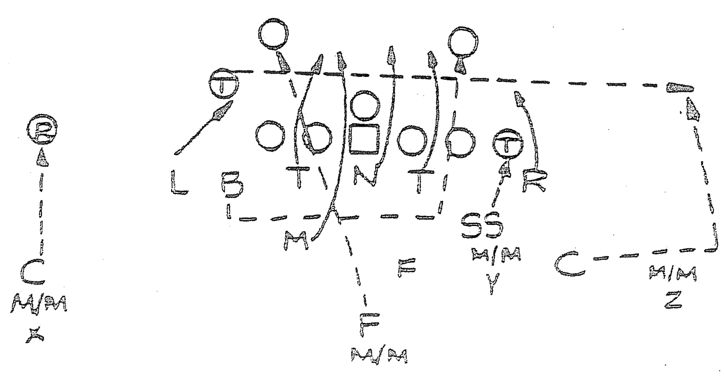
DOUBLE RIGHT (BAY)



SPLIT RIGHT (BAY)

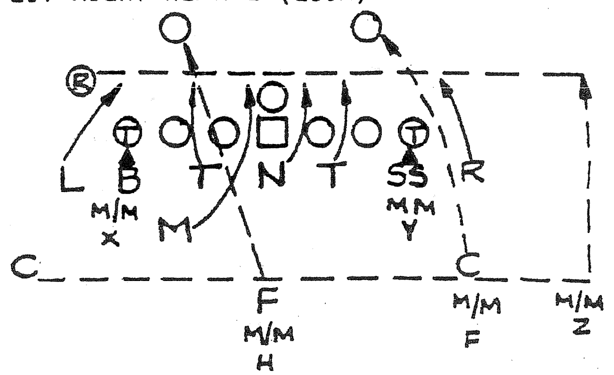


SPLIT RIGHT (ZOOM)

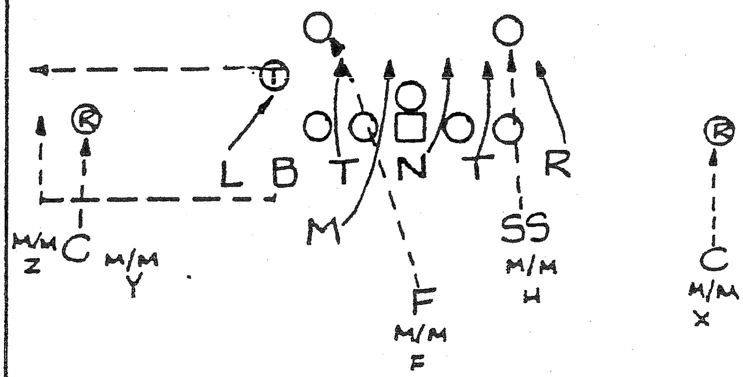


EAGLE - MAC DOG

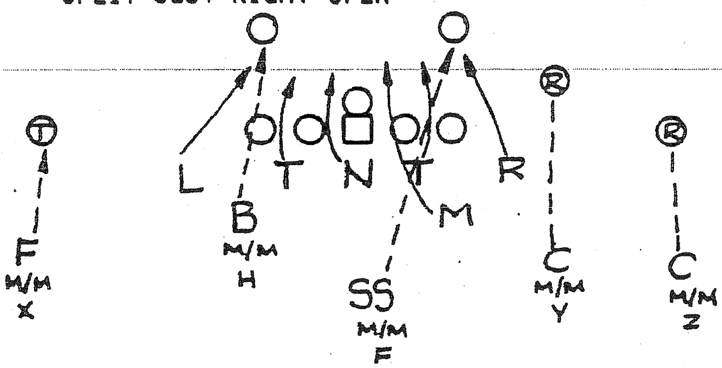
SPLIT RIGHT NEAR 2 (ZOOM)



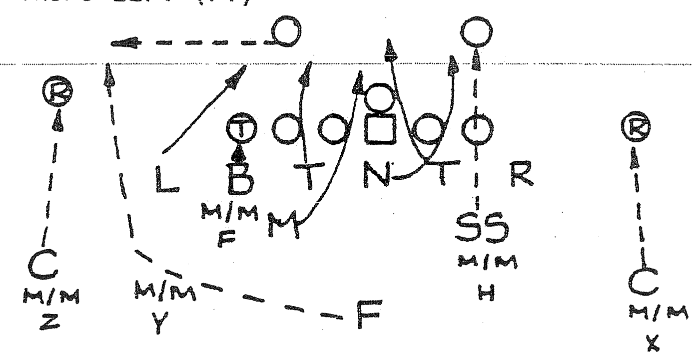
SPLIT LEFT (YA MOTION)



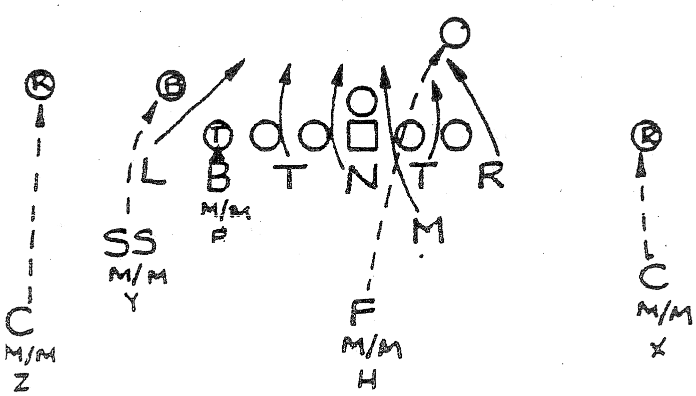
SPLIT SLOT RIGHT OPEN



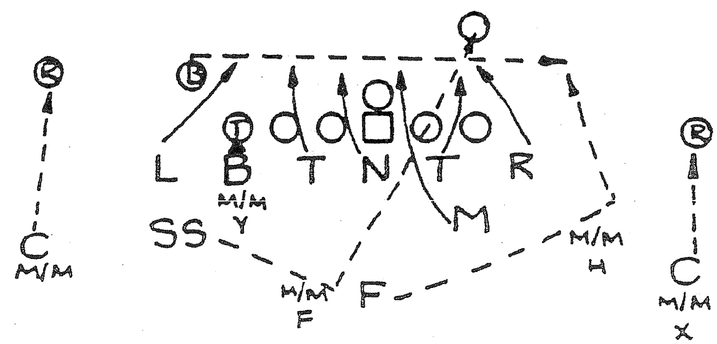
TRIPS LEFT (FY)



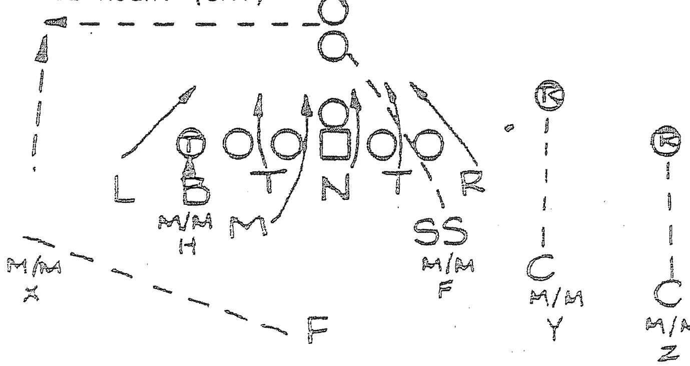
TRIPS LEFT



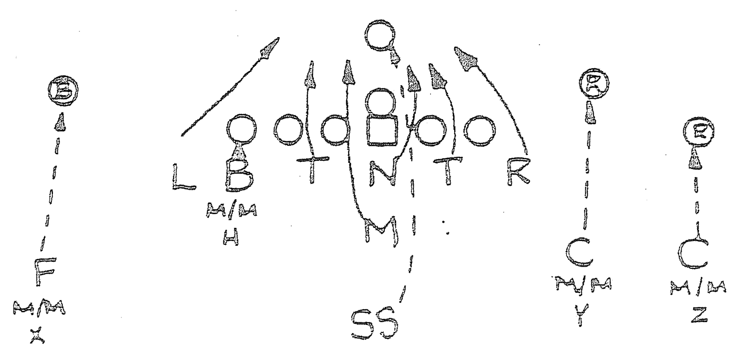
DOUBLE RIGHT (BAY)



ACE RIGHT (BAY)

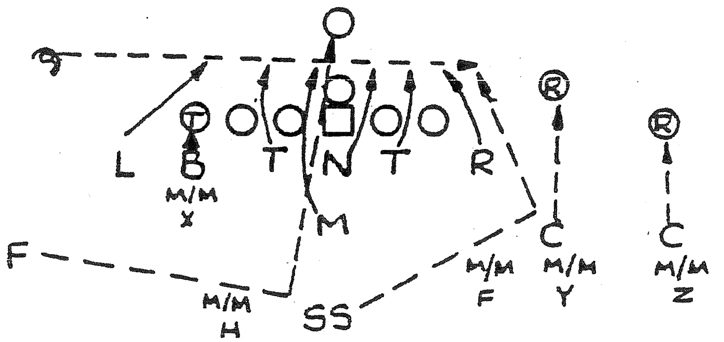


ACE RIGHT PRO

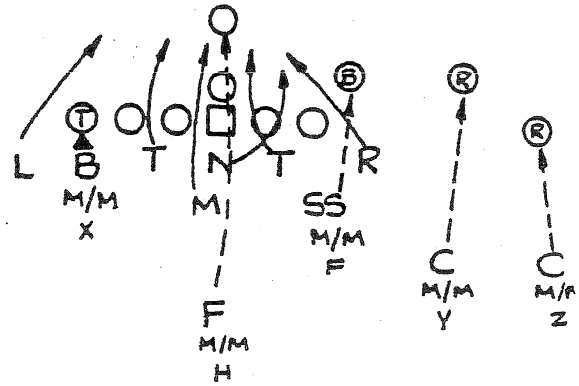


EAGLE - MAC DOG

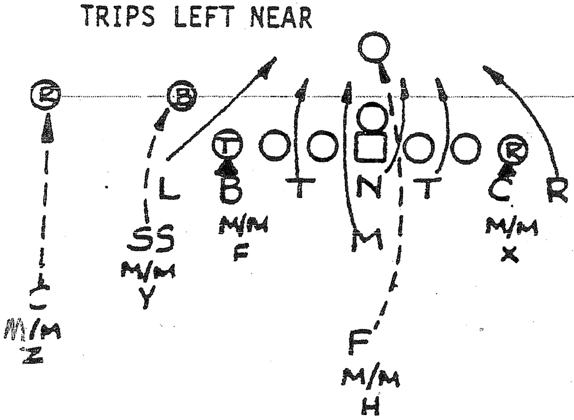
TRIPS SLOT RIGHT (FLY)



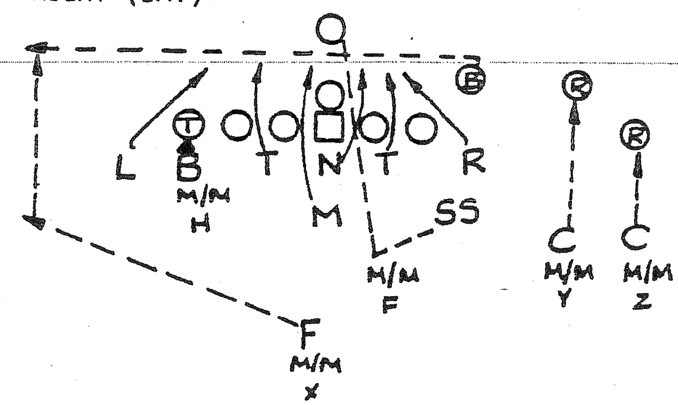
TRIPS SLOT RIGHT



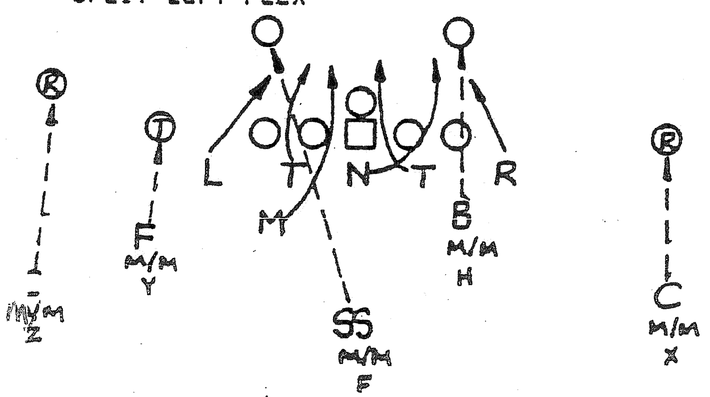
TRIPS LEFT NEAR



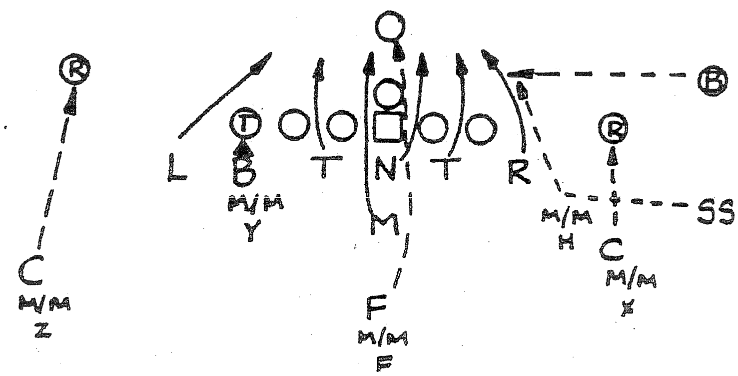
ACE RIGHT (BAY)



SPLIT LEFT FLEX

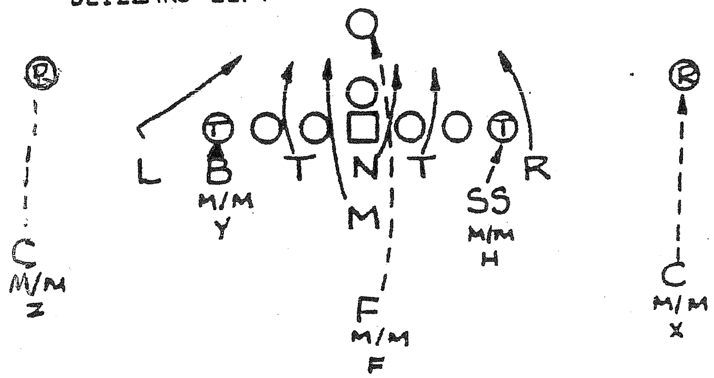


DOUBLE RIGHT (X P MOTION)

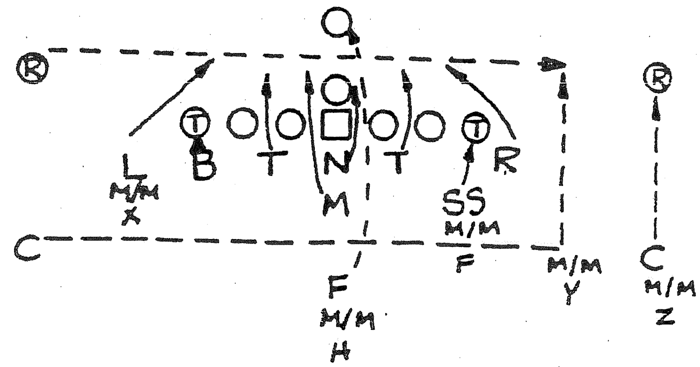


EAGLE - MAC DOG

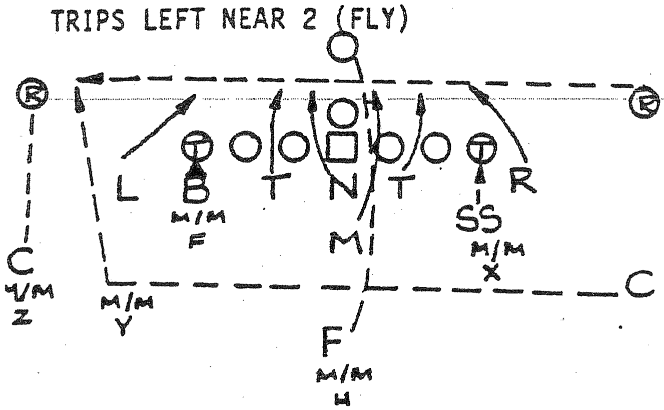
BLIZZARD LEFT



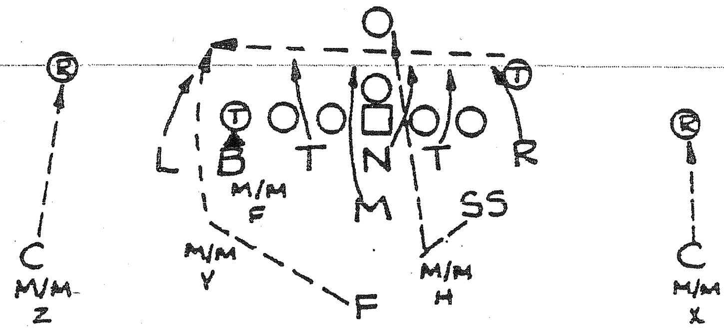
TRIPS RIGHT NEAR 2 (ZOOM)



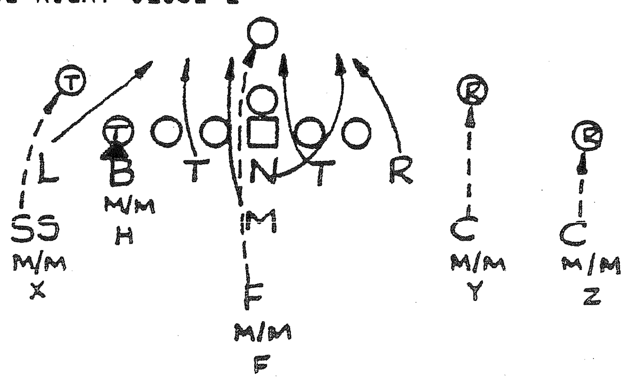
TRIPS LEFT NEAR 2 (FLY)



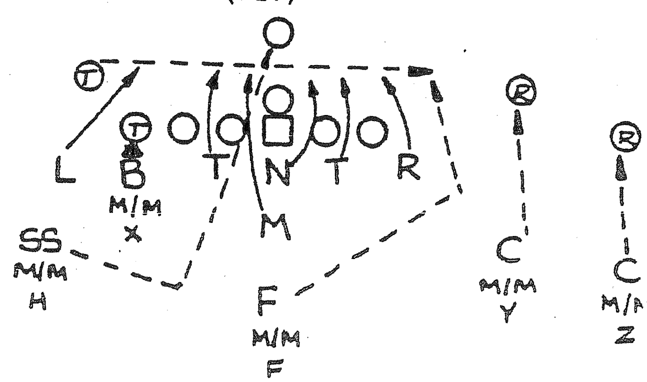
TRIPS LEFT 2 (FLY)



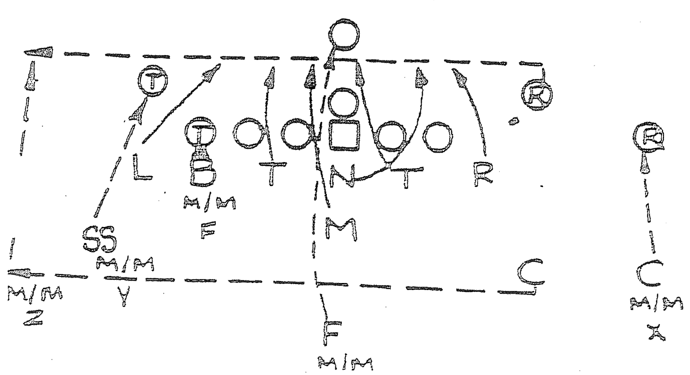
ACE RIGHT CLOSE 2



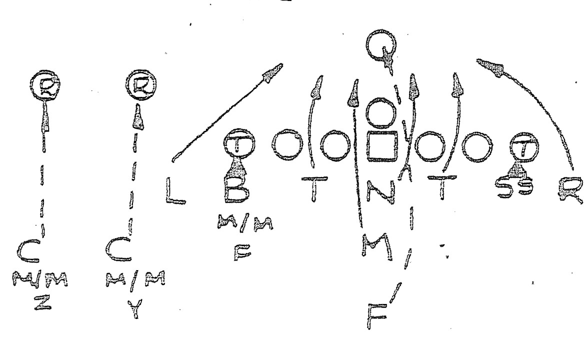
TRIPS SLOT RIGHT 2 (FLY)



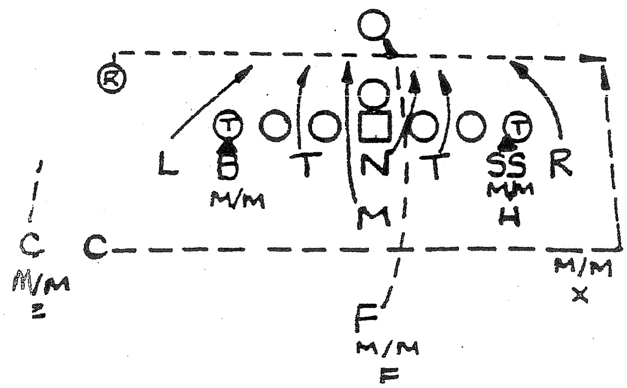
TRIPS LEFT CLOSE 2 (ZOOM)



TRIPS LEFT NEAR 2

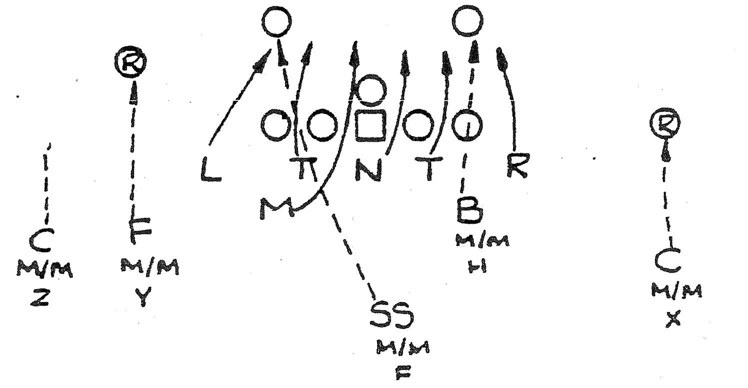


BLIZZARD LEFT (BAY)

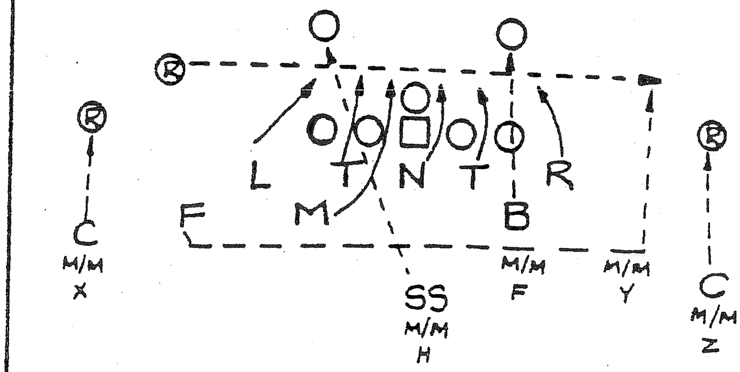


EAGLE - MAC DOG

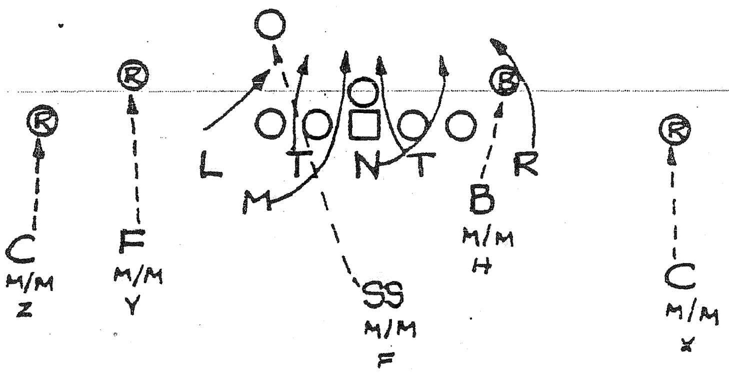
SPLIT LEFT PRO



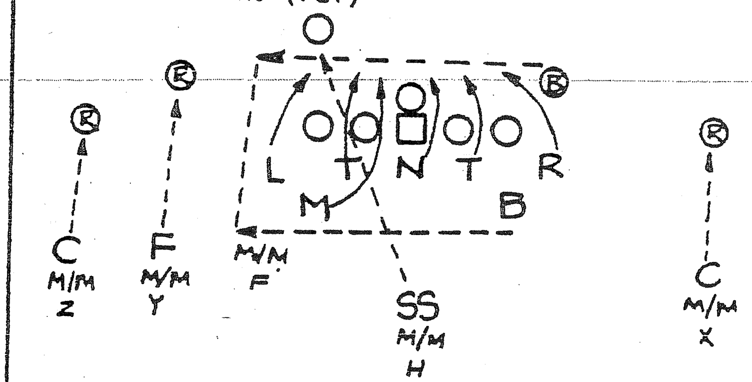
SPLIT RIGHT PRO (ZOOM)



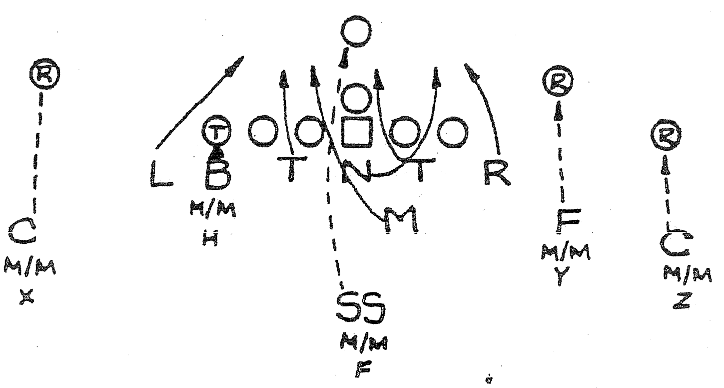
ACE LEFT PRO



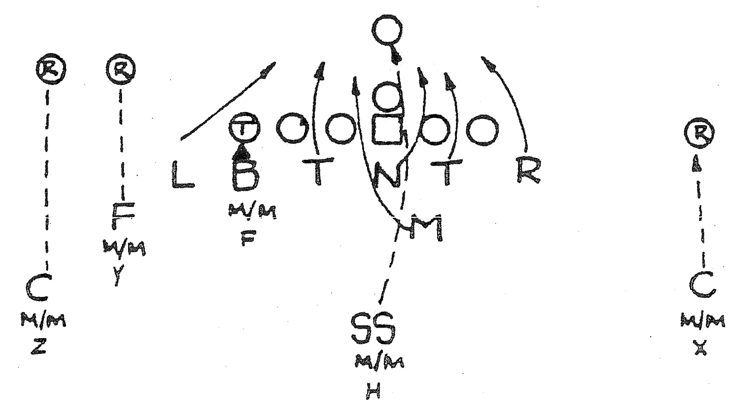
TRIPS LEFT PRO (FLY)



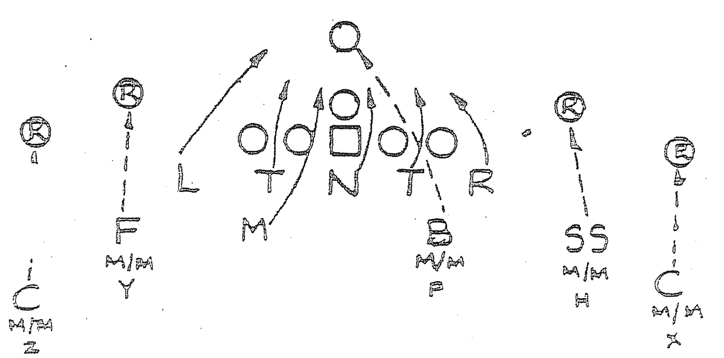
ACE RIGHT PRO



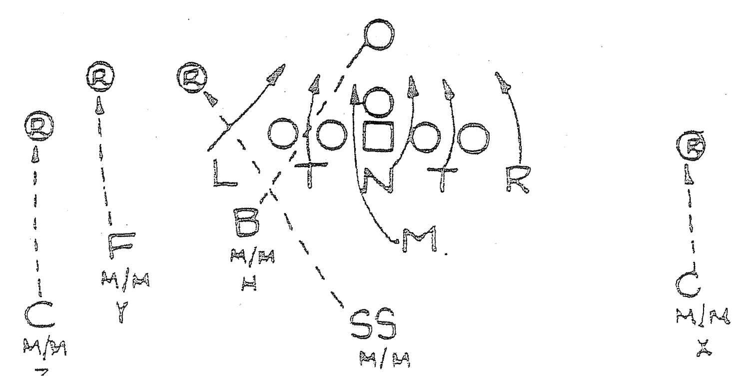
TRIPS LEFT PRO



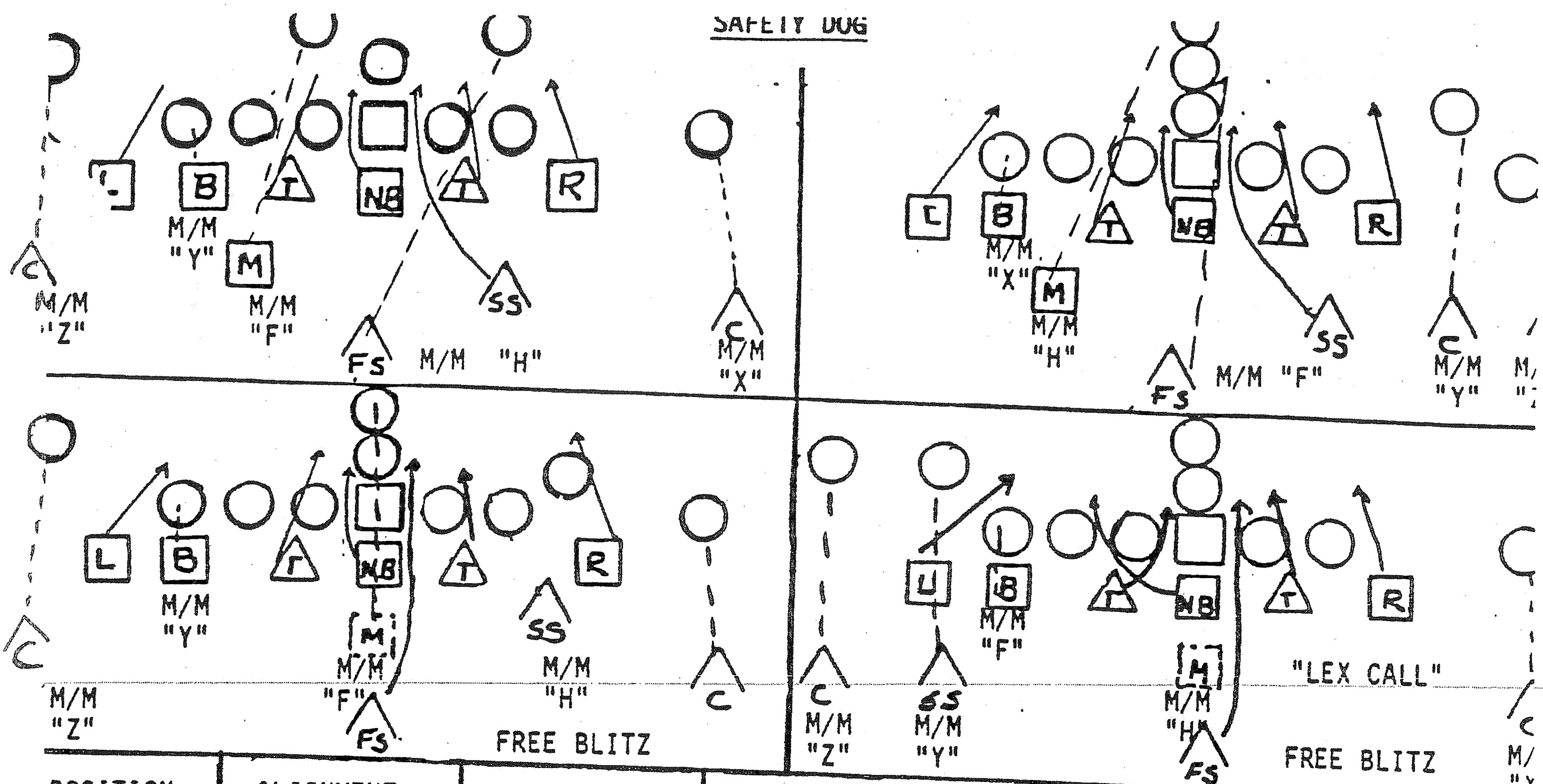
PRO 4 LEFT



TRIPS LEFT PRO 4



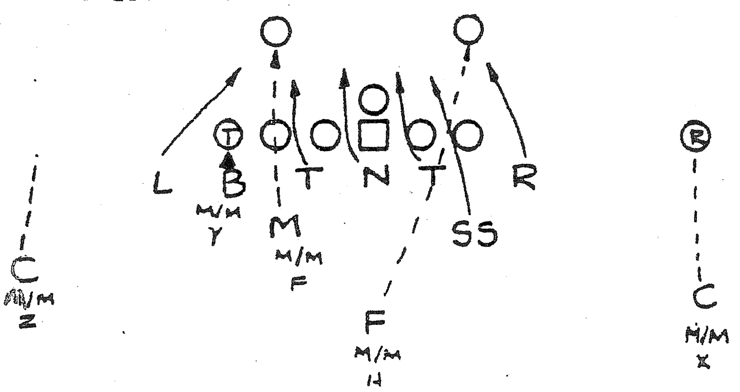
SAFETY DOG



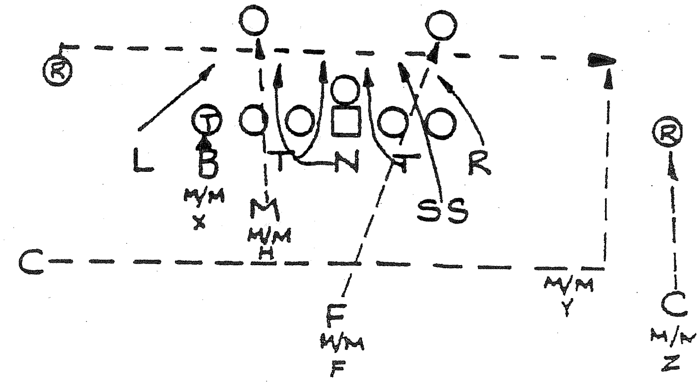
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
TACKLES	"3" ALIGNMENT	BALL	STRONG - GET OFF "B" GAP - POSSIBLE REX-LEX CALL. WEAK - GET OFF "B" GAP WITH NO CALL "A" GAP WITH "B" CALL FROM STRONG SAFETY - POSSIBLE REX-LEX CALL.
.E BACKER	"O" ALIGNMENT	BALL	WILL GET ROGER OR LARRY OR REX OR LEX EVERY DOWN.
BACKER	8-7 ALIGNMENT	BALL	M/M TIGHT END - SLOT OPEN OR TWO BACK PRO #2 WEAK M/M
STRONG BACKER	WIDE 9 ALIGNMENT	BALL	BLITZ WITH CONTAINMENT.
WEAK BACKER	WIDE 9 ALIGNMENT	BALL	BLITZ WITH CONTAINMENT.
MAC	4 ALIGNMENT ON TACKLE 4 YDS OFF BALL	BALL	M/M #3 STRONG NORMAL 2 BACK SETS. SLOT #2 WEAK M/M - ONE BACK SETS REMAINING BACK M/M.
STRONG SAFETY	4 ALIGNMENT ON TACKLE 5 YDS OFF BALL	BALL TO RECEIVER	BLITZ A GAP WEAK, "B" CALL TO TACKLE BLITZ "B" GAP. GIVE ROGER OR LARRY CALL OR REX OR LEX AWAY FROM YOU, ONE BACK # STRONG OR WEAK M/M.
FREE SAFETY	10-12 YDS DEEP BUT VARY ALIGNMENT FOR BEST COVERAGE	BALL TO RECEIVER	M/M #2 WEAK NORMAL 2 BACK SET. #3 STRONG M/M VS. SLOT - SLOT OPEN X M/M - 2 BACK PRO M/M Y. ONE BACK SETS BLITZ "A" GAP WEAK.
STRONG CORNER	7 YDS DEEP ONE YARD OUT-SIDE OR PRESS ALIGNMENT	BALL TO RECEIVER	M/M #1 STRONG - GO WITH MOTION AND COVER.
ER	7 YDS DEEP ONE YARD OUT-SIDE OR PRESS ALIGNMENT	BALL TO RECEIVER	M/M #1 WEAK - SLOT #2 STRONG M/M - GO WITH MOTION AND COVER.

EAGLE - SAFETY DOG

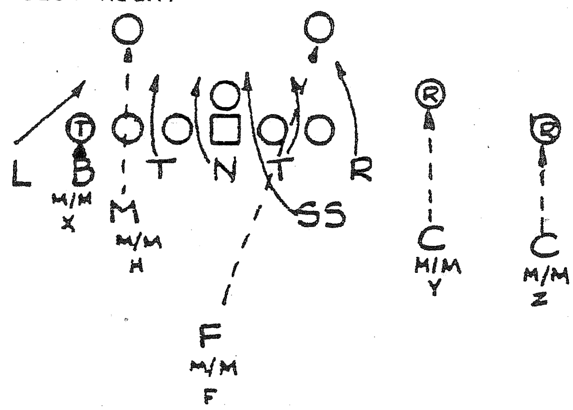
SPLIT LEFT



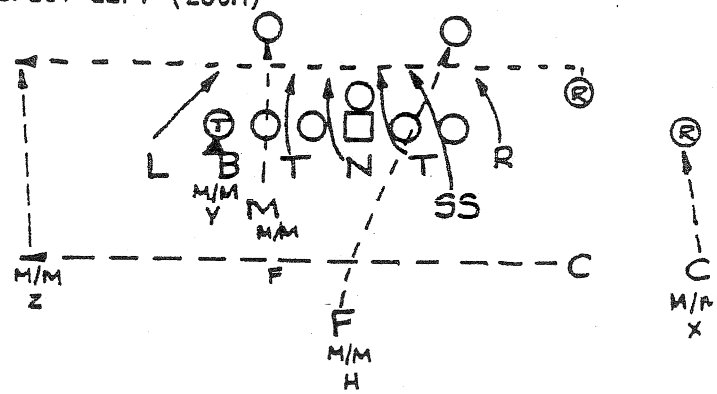
SPLIT SLOT RIGHT (ZOOM)



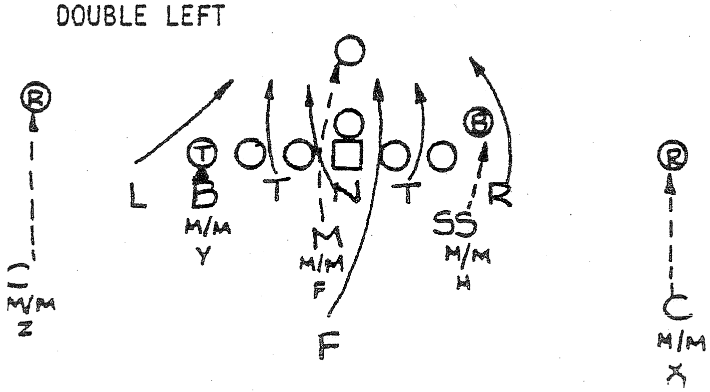
SPLIT SLOT RIGHT



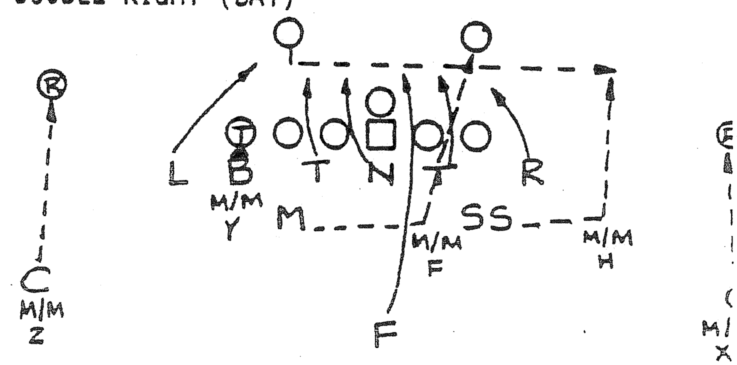
SPLIT LEFT (ZOOM)



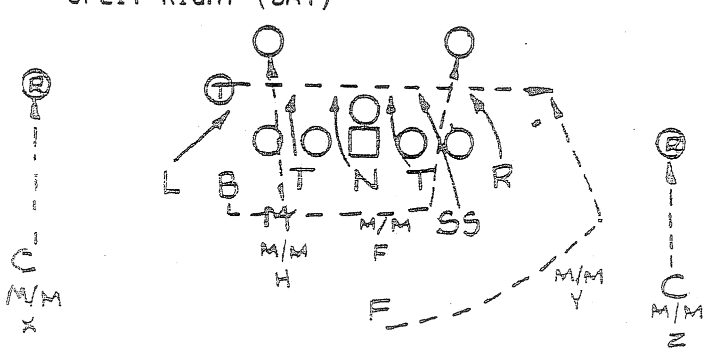
DOUBLE LEFT



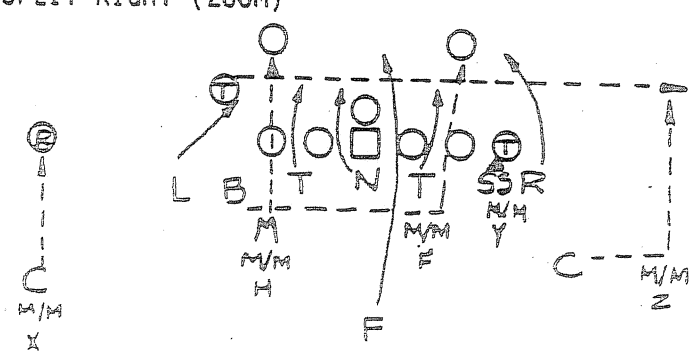
DOUBLE RIGHT (BAY)



SPLIT RIGHT (BAY)

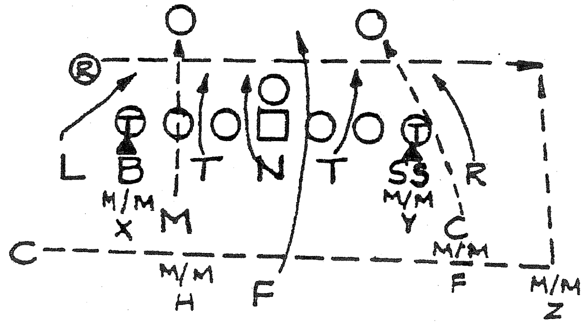


SPLIT RIGHT (ZOOM)

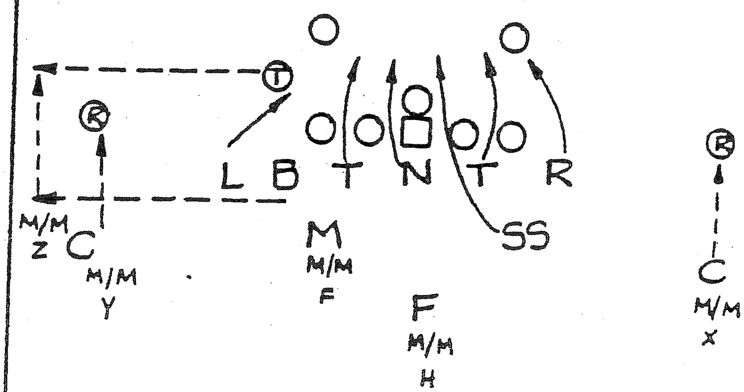


EAGLE - SAFETY DOG

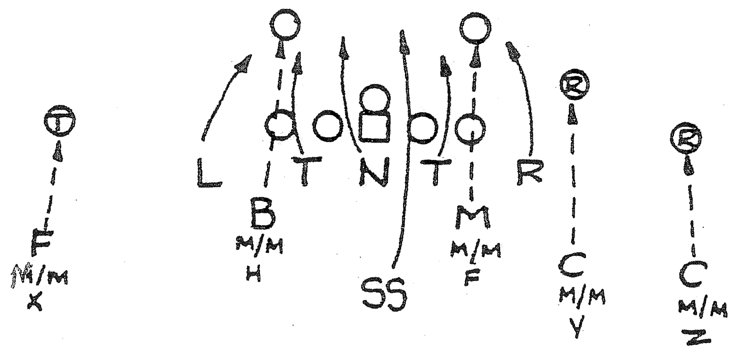
SPLIT RIGHT NEAR 2 (ZOOM)



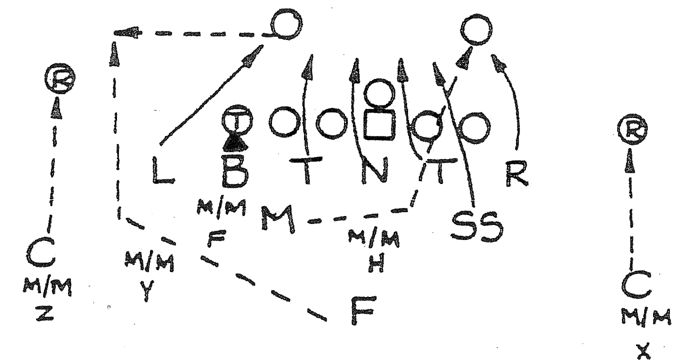
SPLIT LEFT (YA MOTION)



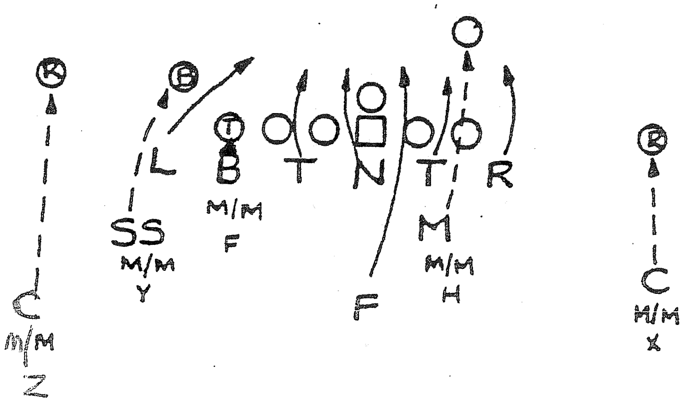
SPLIT SLOT RIGHT OPEN



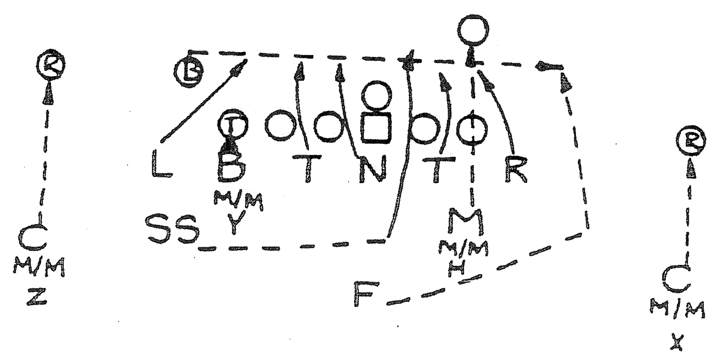
TRIPS LEFT (FLY)



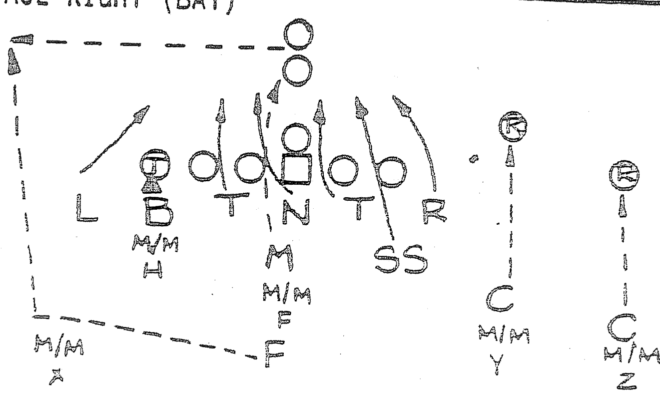
TRIPS LEFT



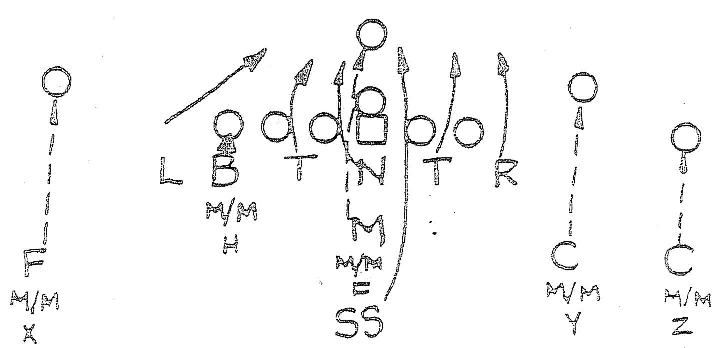
DOUBLE RIGHT (BAY)



ACE RIGHT (BAY)

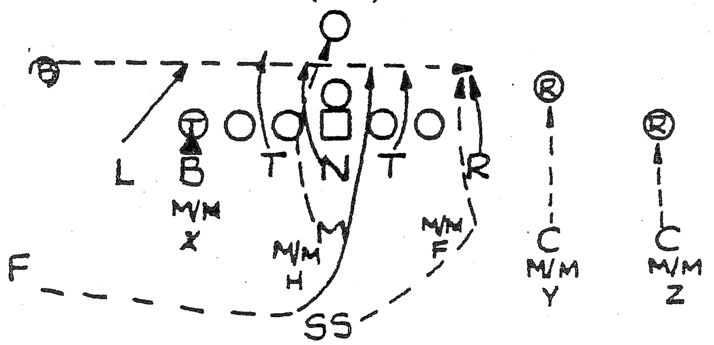


ACE RIGHT PRO

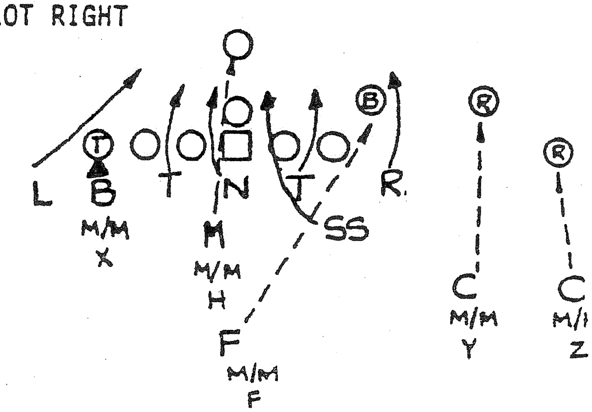


EAGLE - SAFETY DOG

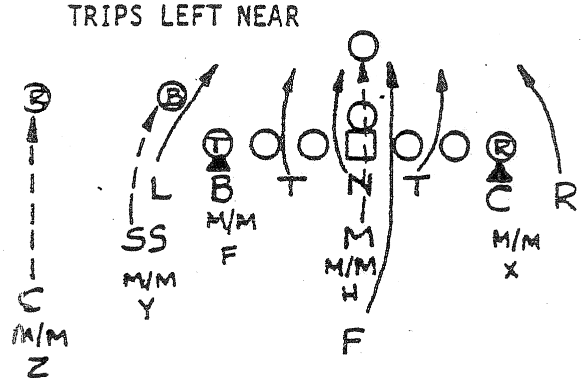
TRIPS SLOT RIGHT (FLY)



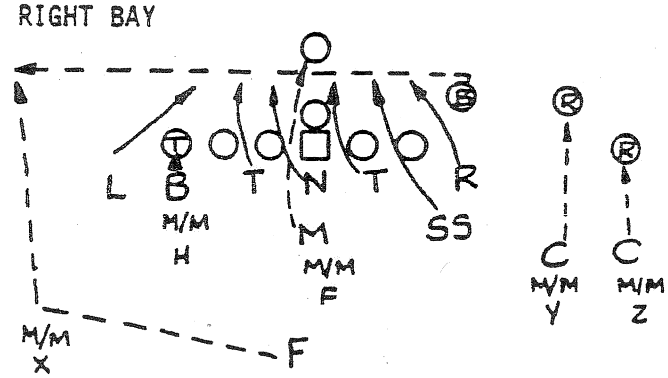
TRIPS SLOT RIGHT



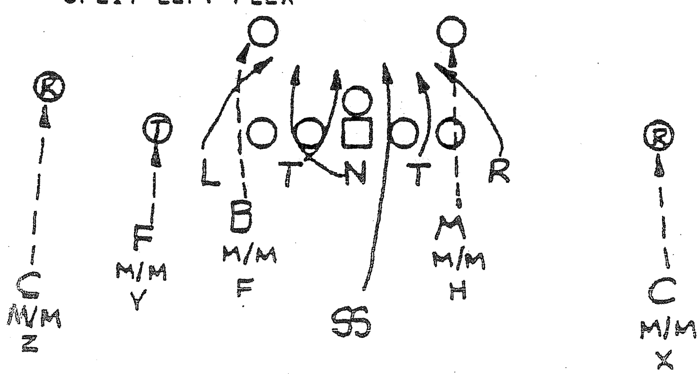
TRIPS LEFT NEAR



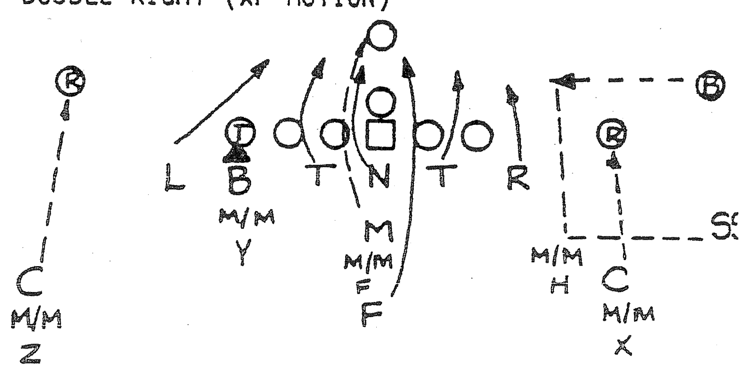
ACE RIGHT BAY



SPLIT LEFT FLEX

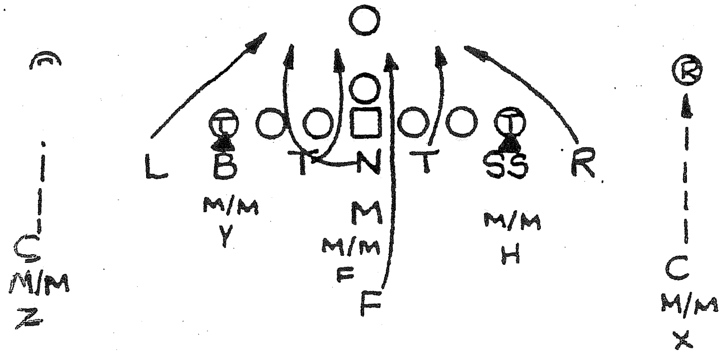


DOUBLE RIGHT (XP MOTION)

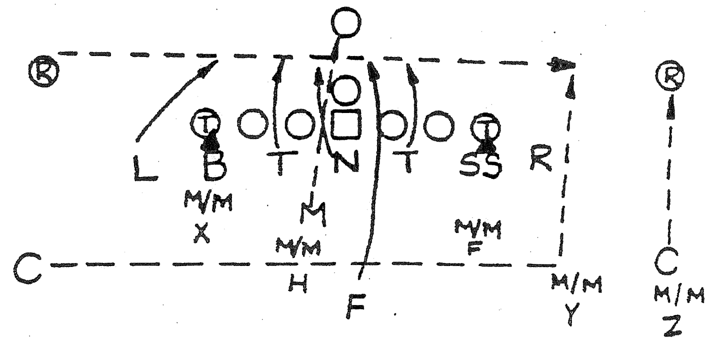


EAGLE - SAFETY DOG

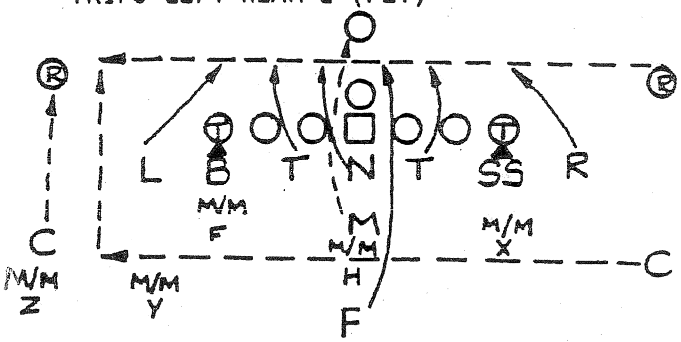
BLIZZARD LEFT



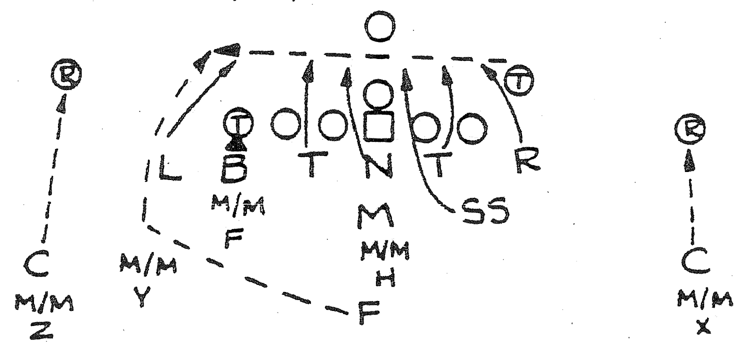
TRIPS RIGHT NEAR 2 (ZOOM)



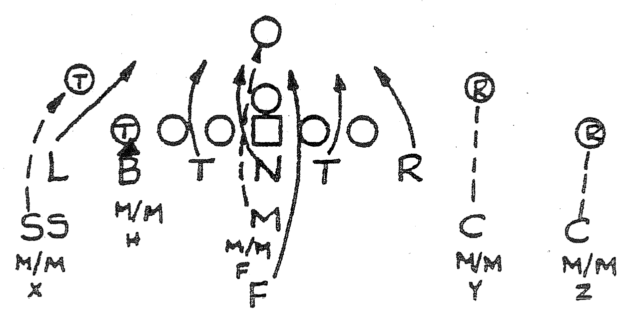
TRIPS LEFT NEAR 2 (FLY)



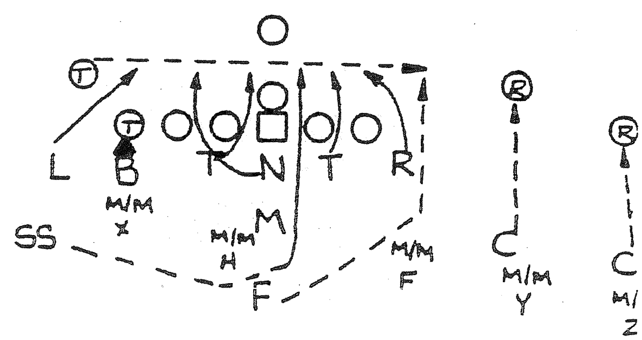
TRIPS LEFT 2 (FLY)



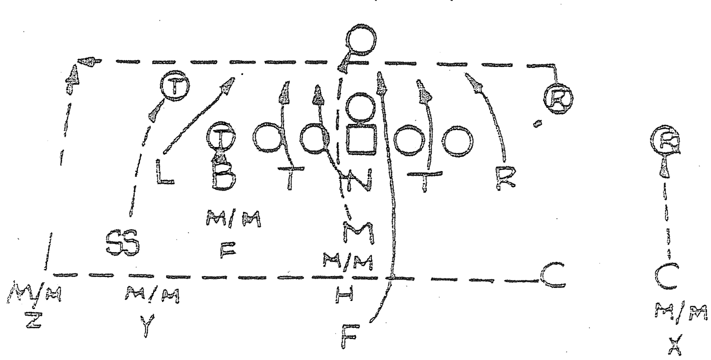
ACE RIGHT CLOSE 2



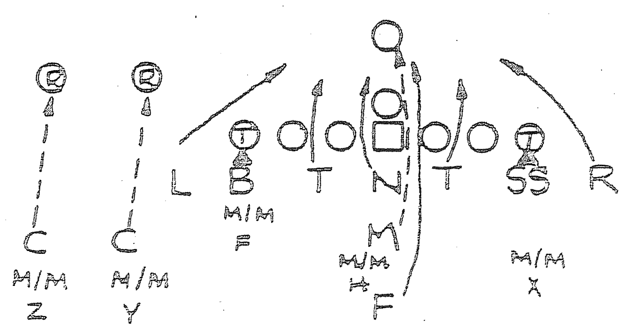
TRIPS SLOT RIGHT 2 (FLY)



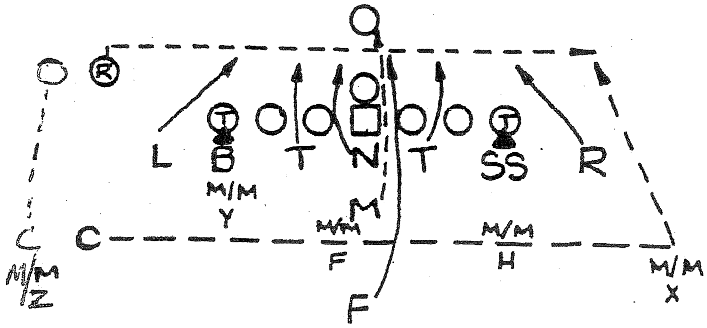
TRIPS LEFT CLOSE 2 (ZOOM)



TRIPS LEFT NEAR 2

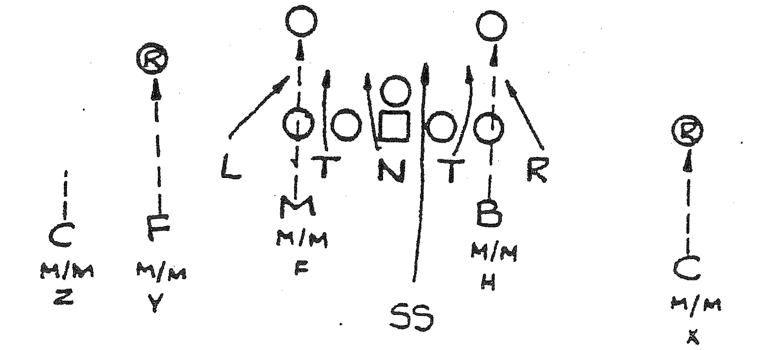


BLIZZARD LEFT NEAR 2 (BAY)

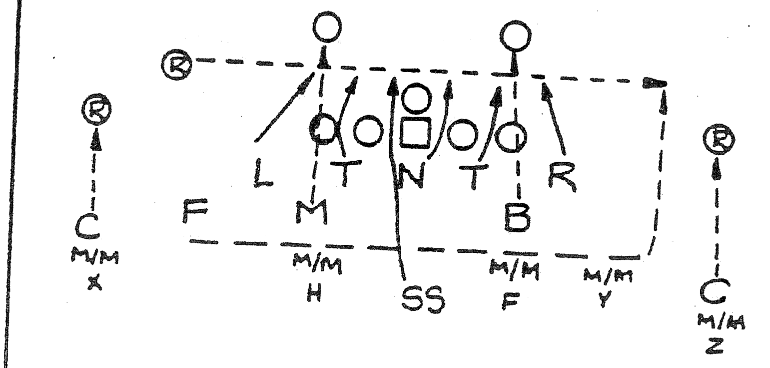


EAGLE - SAFETY DOG

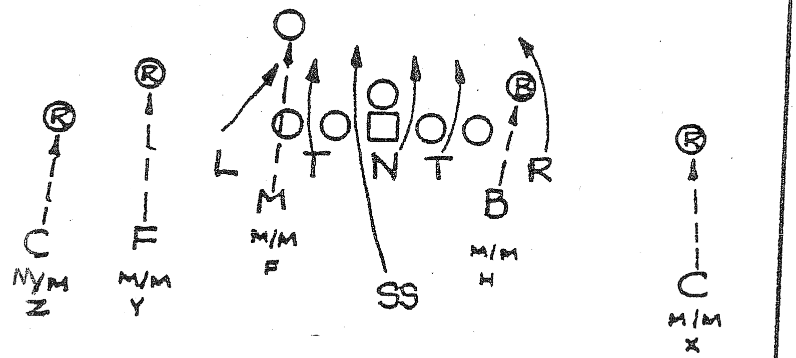
SPLIT LEFT PRO



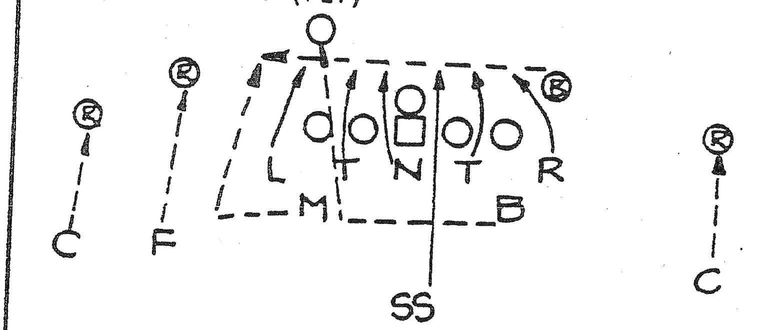
SPLIT RIGHT PRO (ZOOM)



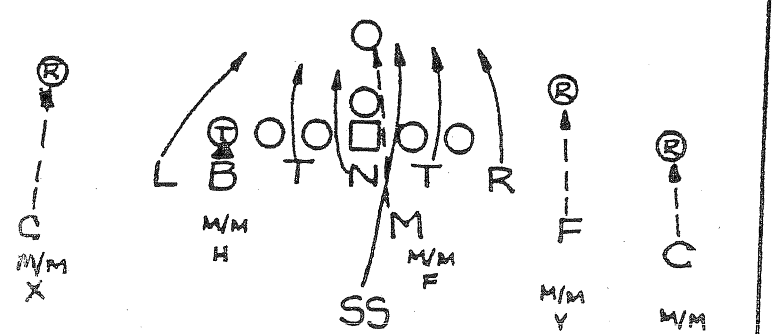
ACE LEFT PRO



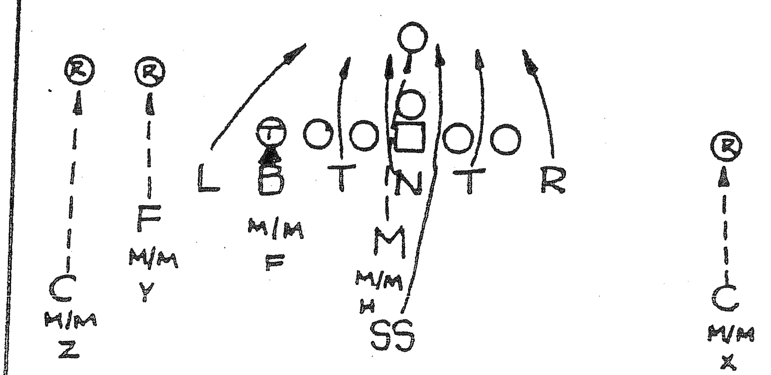
TRIPS LEFT PRO (FLY)



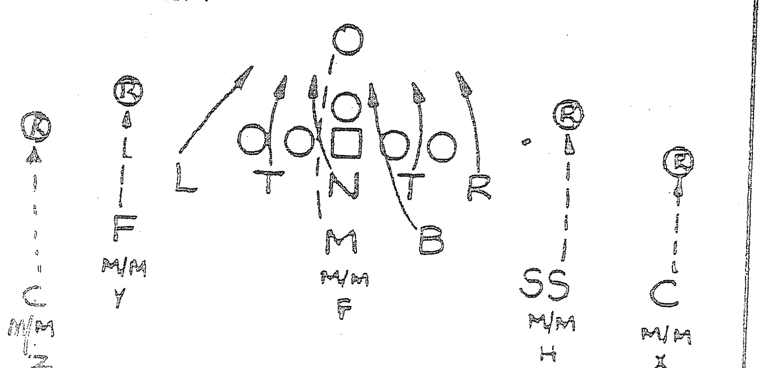
ACE RIGHT PRO



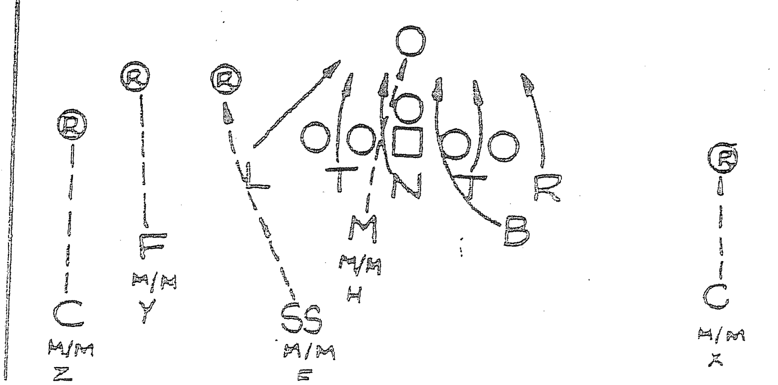
TRIPS LEFT PRO



PRO 4 LEFT

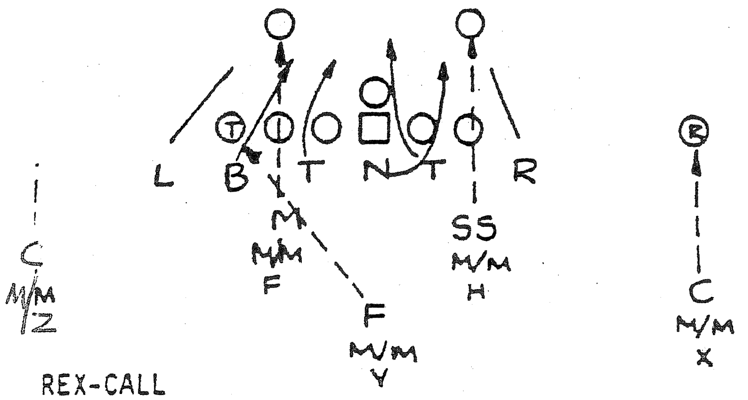


TRIPS LEFT PRO 4



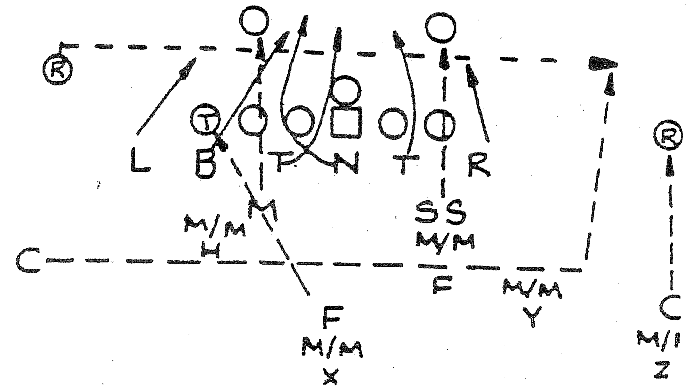
EAGLE - BACKER DOG

SPLIT LEFT

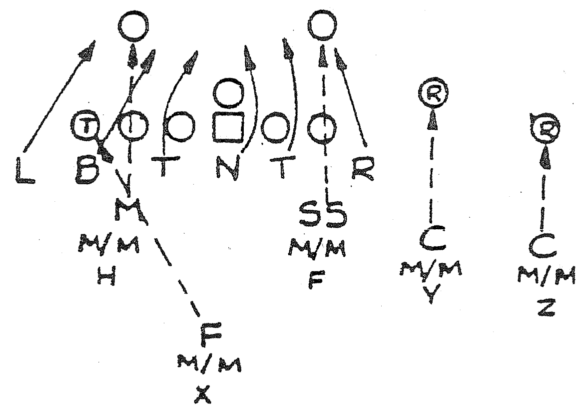


REX-CALL

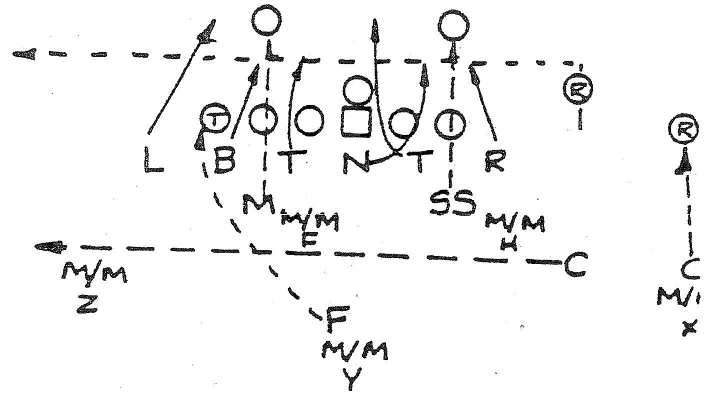
SPLIT SLOT RIGHT (ZOOM)



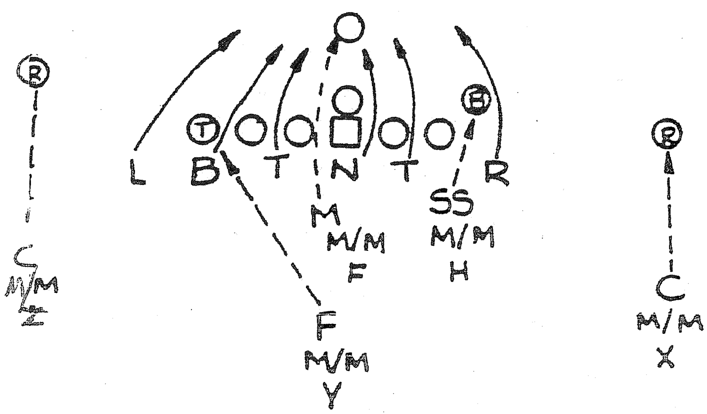
SPLIT SLOT RIGHT



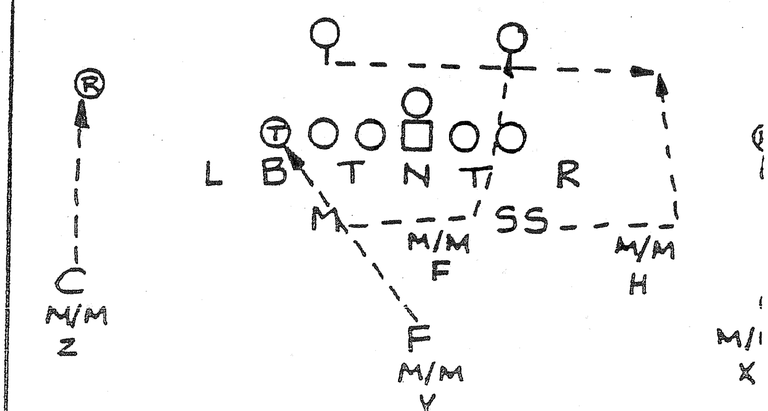
SPLIT LEFT (ZOOM)



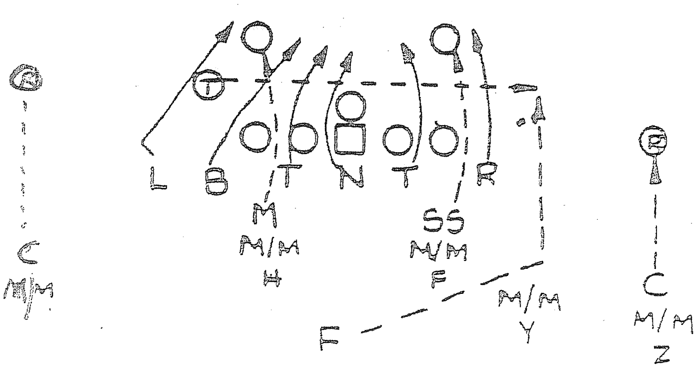
DOUBLE LEFT



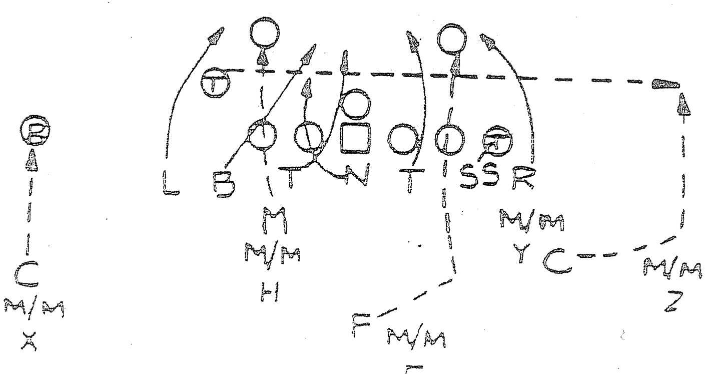
DOUBLE RIGHT (BAY) "W"

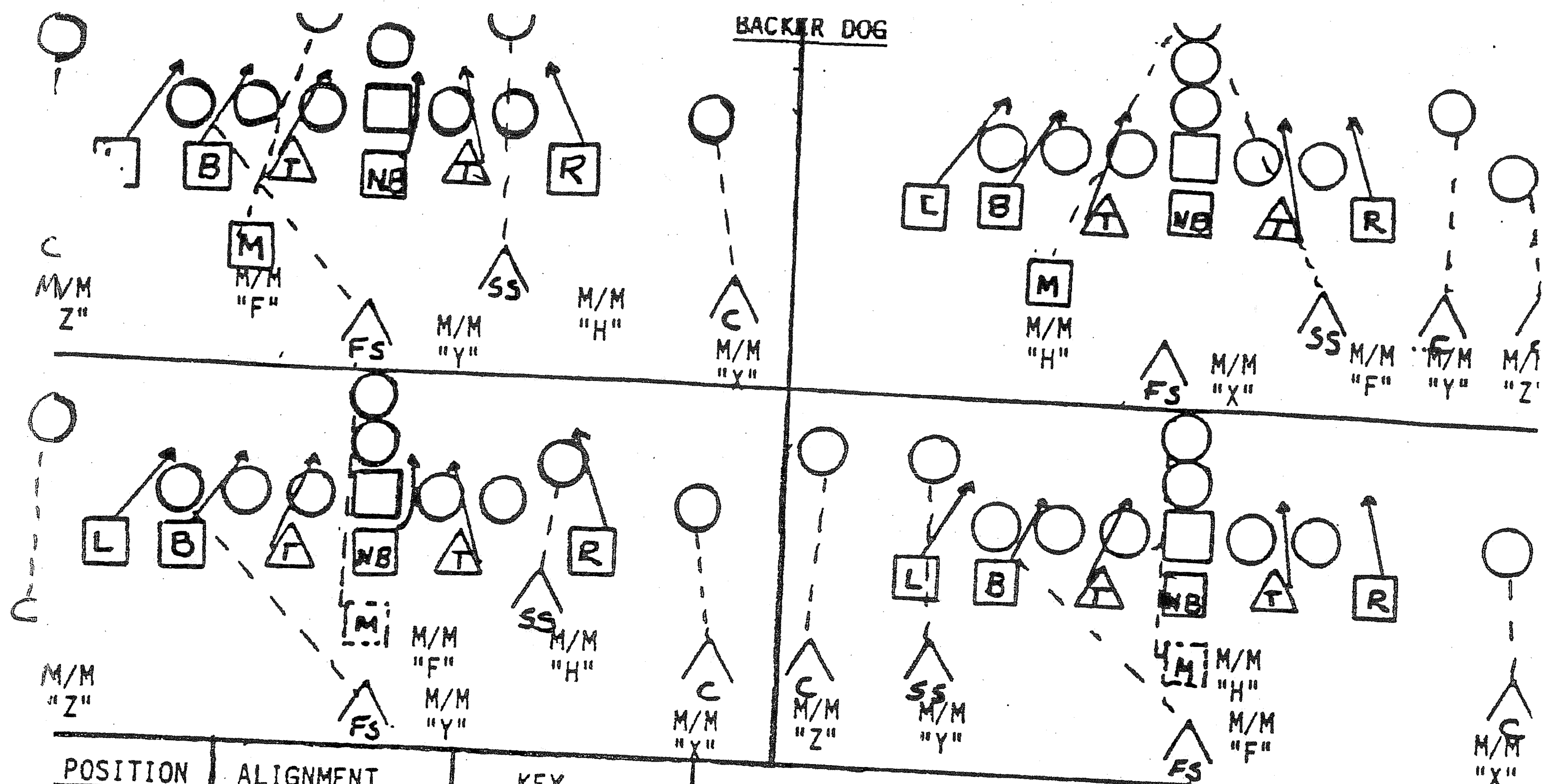


SPLIT RIGHT (BAY)



SPLIT RIGHT 2 (ZOOM)

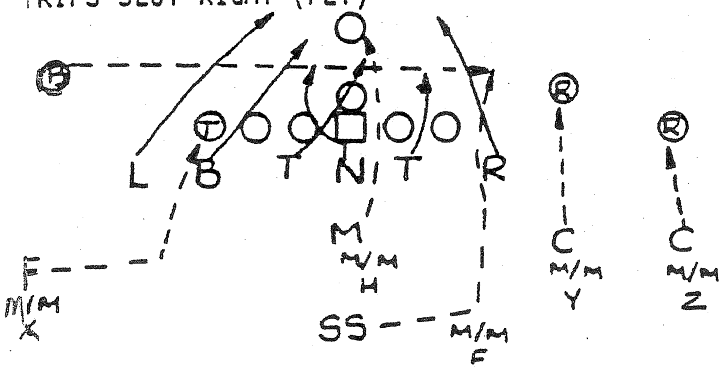




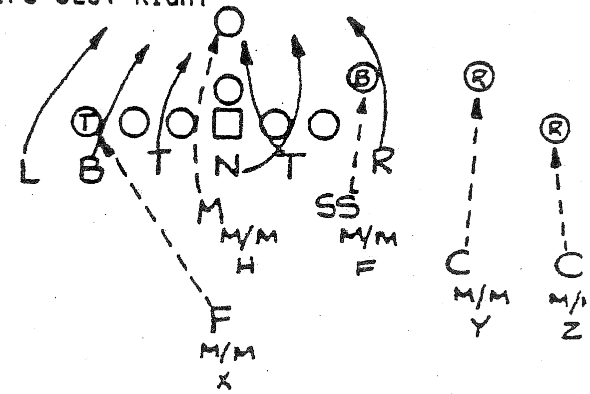
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
TACKLES	"3" ALIGNMENT	BALL	STRONG - GET OFF - "B" GAP. WEAK - GET OFF "B" GAP - POSSIBLE REX-LEX CALL WEAK.
'SE 'ER	"0" ALIGNMENT	BALL	YOU WILL GET ROGER OR LARRY OR REX OR LEX CALL EVERY DOWN.
ER	8-7 ALIGNMENT	BALL	BLITZ "C" GAP - OR GAMES.
STRONG ;KER	WIDE 9 ALIGNMENT	BALL	BLITZ WITH CONTAINMENT. POSSIBLE GAME WITH "B".
WEAK BACKER	WIDE 9 ALIGNMENT ON TACKLE	BALL	BLITZ WITH CONTAINMENT. POSSIBLE GAME WITH "B" OPEN FORMATION.
:	4 ALIGNMENT ON TACKLE 4 YDS OFF BALL	BALL	M/M "F" ALL ROUTES - ONE BACK REMAINING BACK M/M GIVE ROGER OR LARRY OR REX OR LEX CALL AWAY FROM BACKER.
STRONG ETY	4 ALIGNMENT ON TACKLE 5 YDS OFF BALL	BALL TO RECEIVER	M/M "H" REGULAR 2 BACK SET - SLOT "F" M/M. ONE BACK SETS #2 WEAK M/M - TRIPS #2 STG. M/M.
FREE SAFETY	10-12 YDS DEEP BUT VARY ALIGNMENT FOR BEST COVERAGE	BALL TO RECEIVER	M/M Y ALL NORMAL 2 BACK SETS - SLOT X M/M - ONE BACK SETS #2 STG - TRIPS #3 STG - M/M.
STRONG CORNER	7 YDS DEEP ONE YARD OUTSIDE OR PRESS ALIGNMENT	BALL TO RECEIVER	M/M Z ALL ROUTES - GO WITH MOTION AND COVER.
-R	7 YDS DEEP ONE YARD OUTSIDE OR PRESS ALIGNMENT	BALL TO RECEIVER	M/M X ALL ROUTES - GO WITH MOTION AND COVER.

EAGLE - BACKER DOG

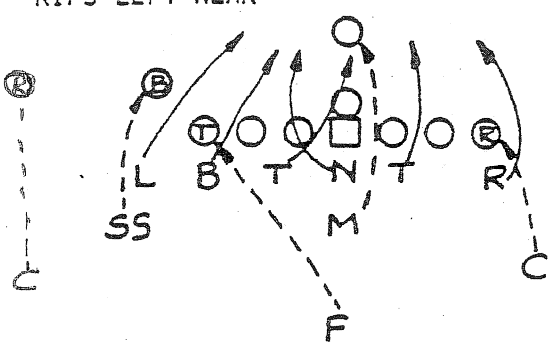
TRIPS SLOT RIGHT (FLY)



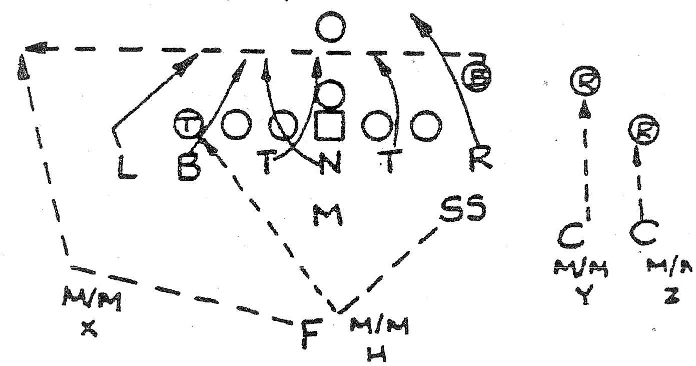
TRIPS SLOT RIGHT



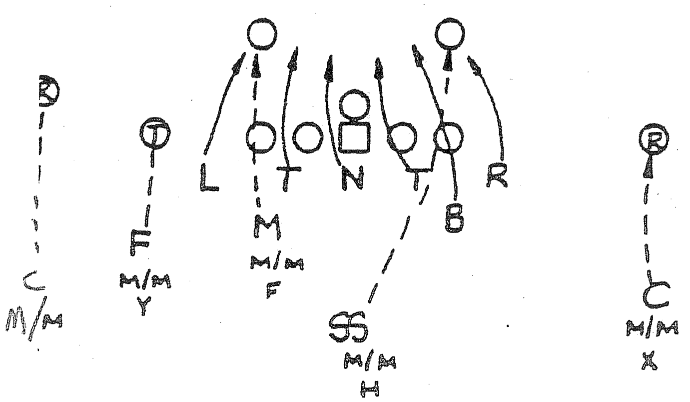
TRIPS LEFT NEAR



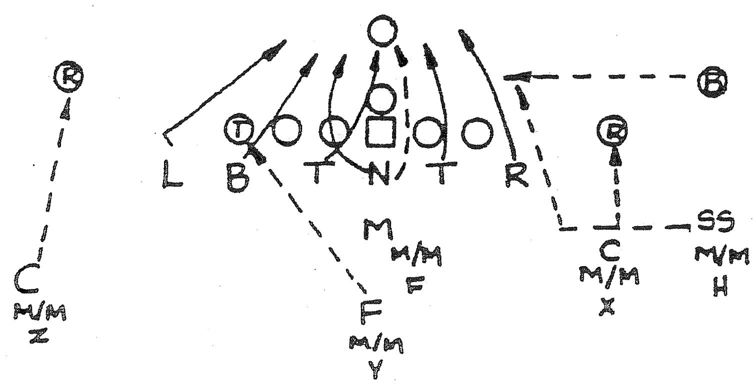
ACE RIGHT (BAY)



SPLIT LEFT FLEX

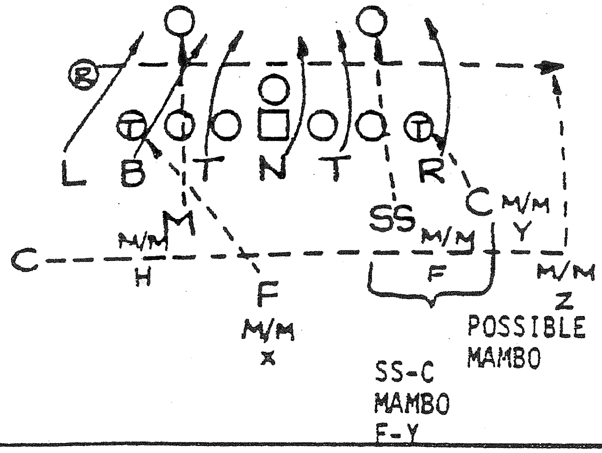


DOUBLE RIGHT (XP MOTION)

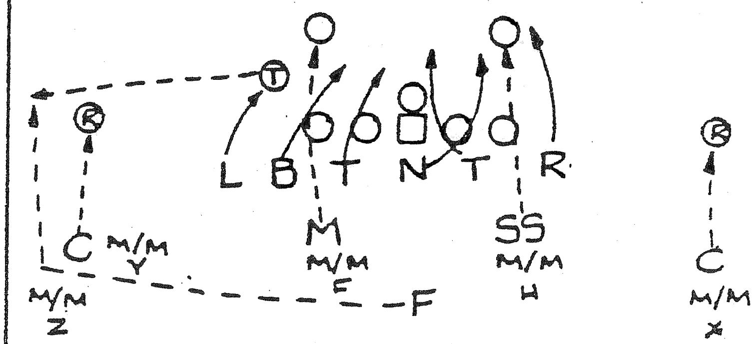


EAGLE-BACKER DOG

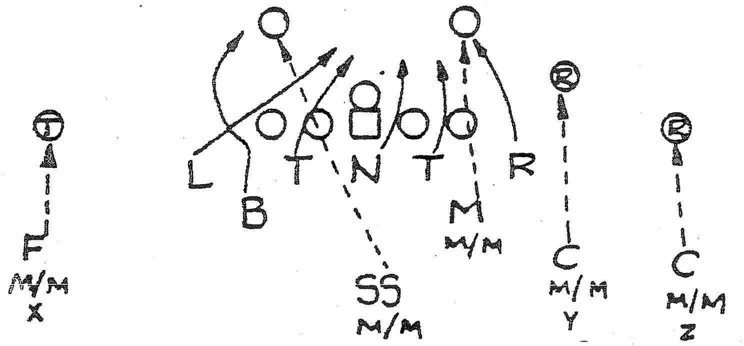
SPLIT RIGHT NEAR 2 (ZOOM)



SPLIT LEFT (VA MOTION)

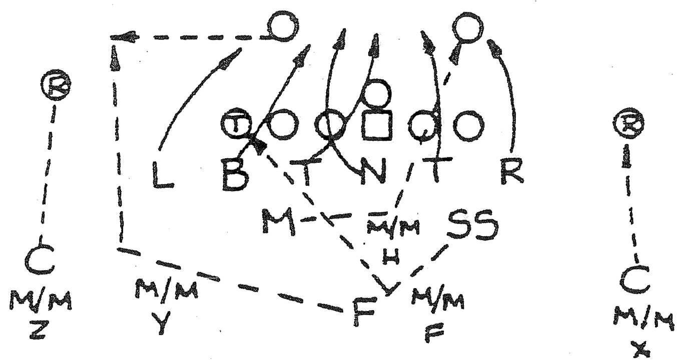


SPLIT SLOT RIGHT OPEN

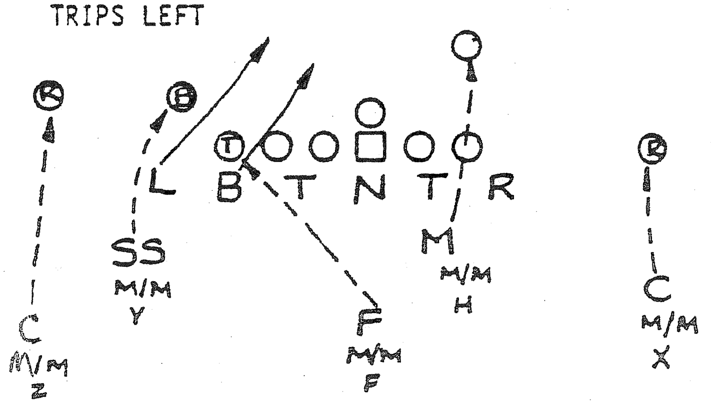


NOTE: OPEN FORMATION ADJUSTMENT "B" RUNS GAME WITH WEAK BACKER AND BLITZES WEAK.

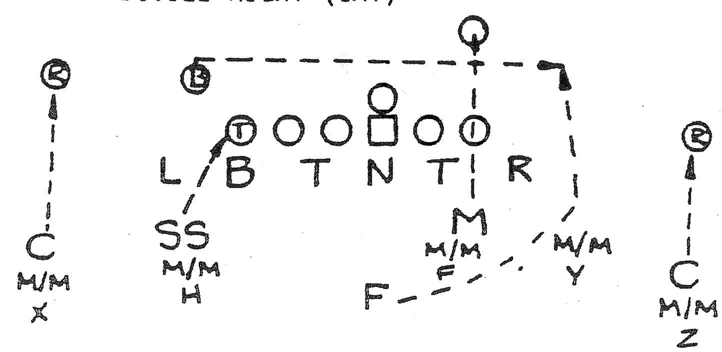
TRIPS LEFT (FLY)



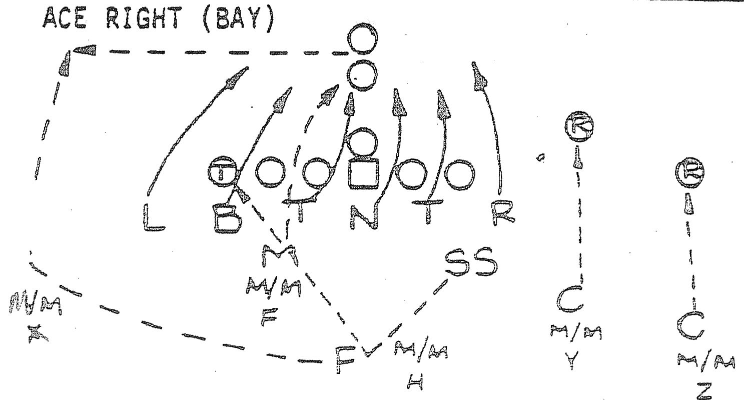
TRIPS LEFT



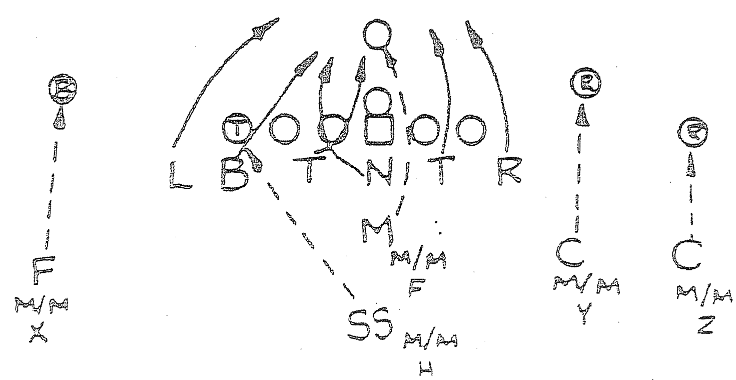
DOUBLE RIGHT (BAY)



ACE RIGHT (BAY)

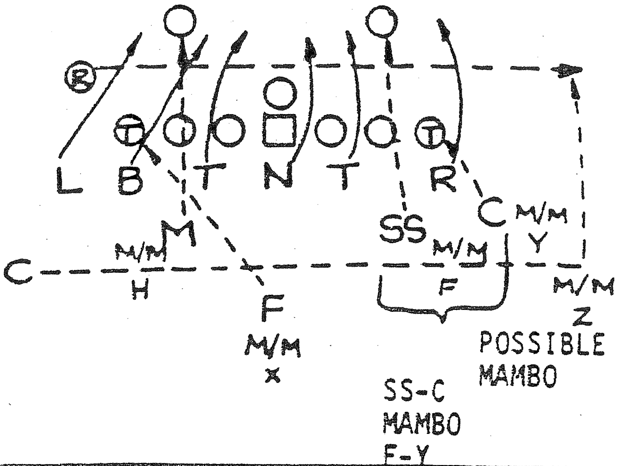


ACE RIGHT PRO

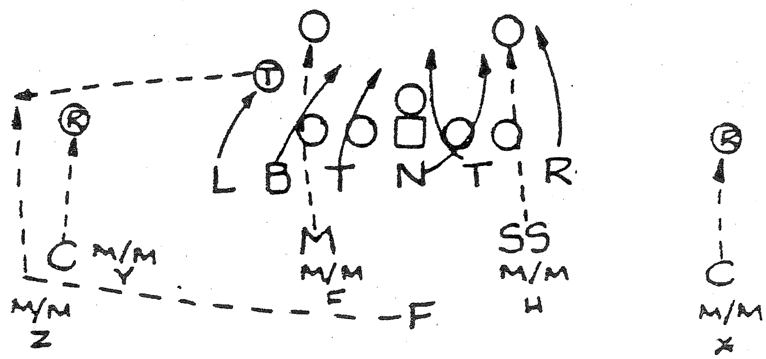


EAGLE-BACKER DOG

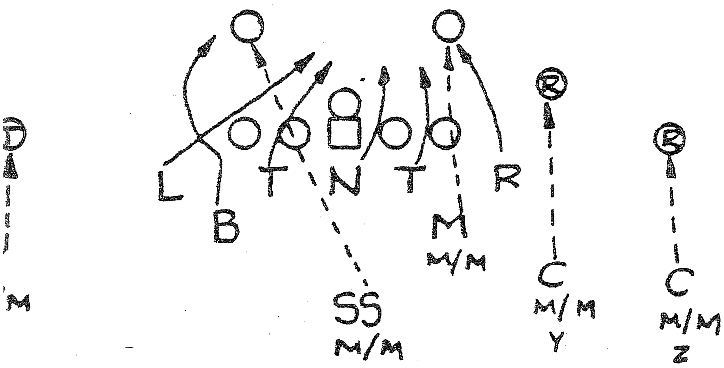
SPLIT RIGHT NEAR 2 (ZOOM)



SPLIT LEFT (VA MOTION)

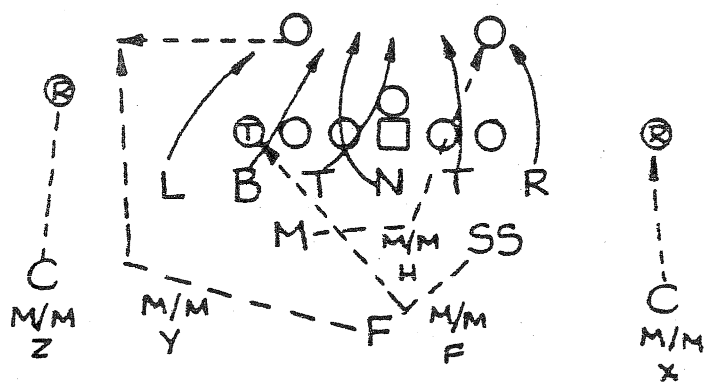


SPLIT SLOT RIGHT OPEN

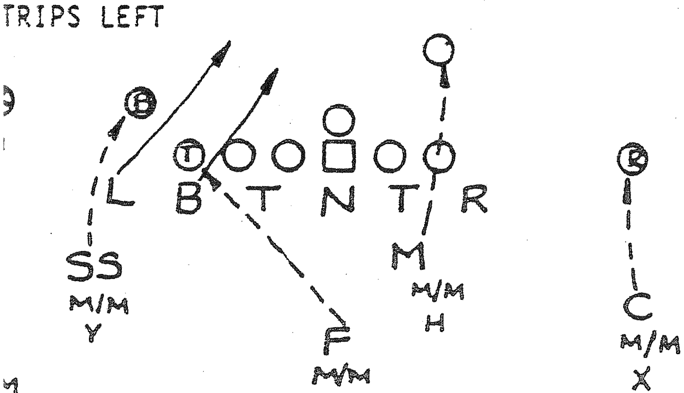


NOTE: OPEN FORMATION ADJUSTMENT "B" RUNS GAME WITH WEAK BACKER AND BLITZES WEAK.

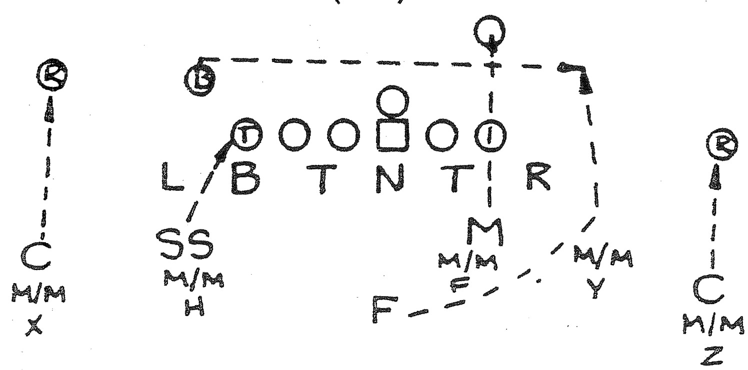
TRIPS LEFT (FLY)



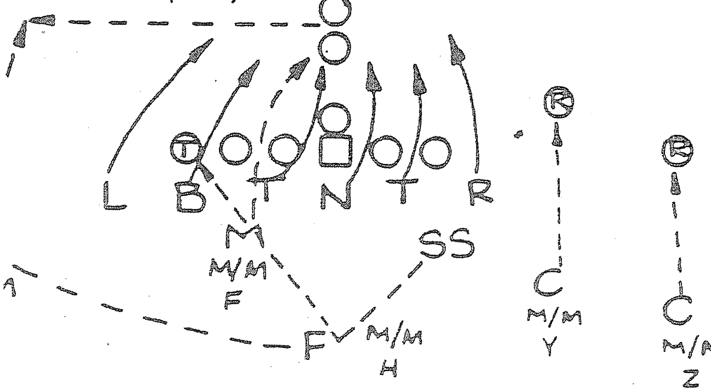
TRIPS LEFT



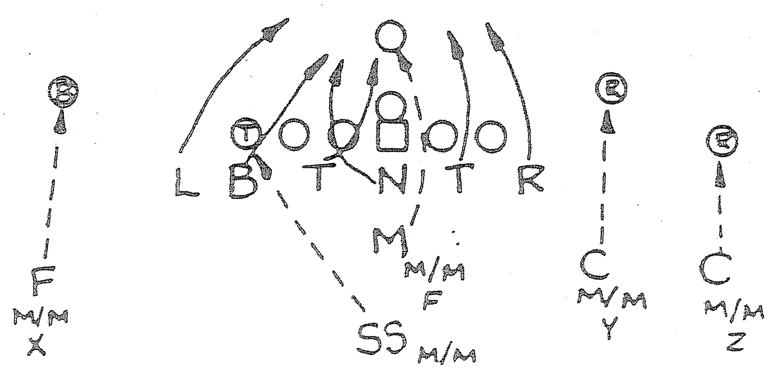
DOUBLE RIGHT (BAY)



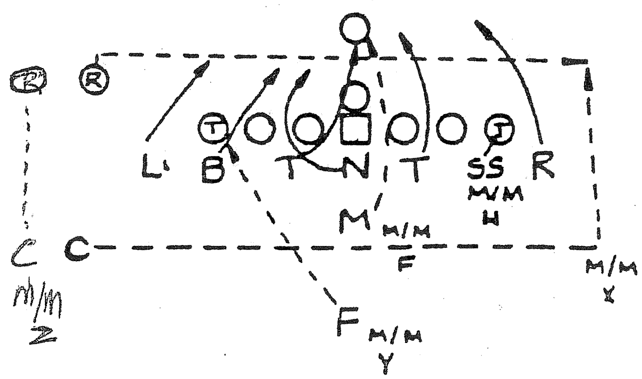
ACE RIGHT (BAY)



ACE RIGHT PRO

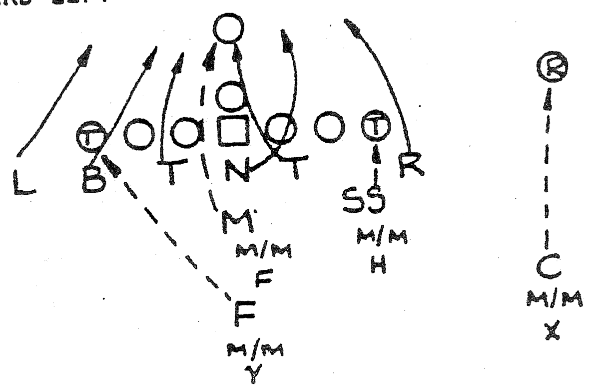


TRIPS LEFT NEAR 2 BAY)

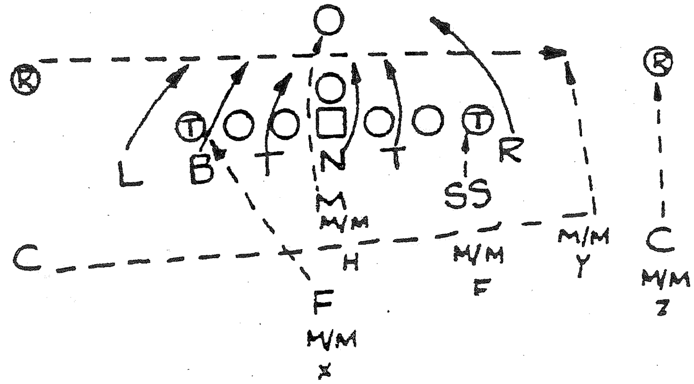


EAGLE - BACKER DOG

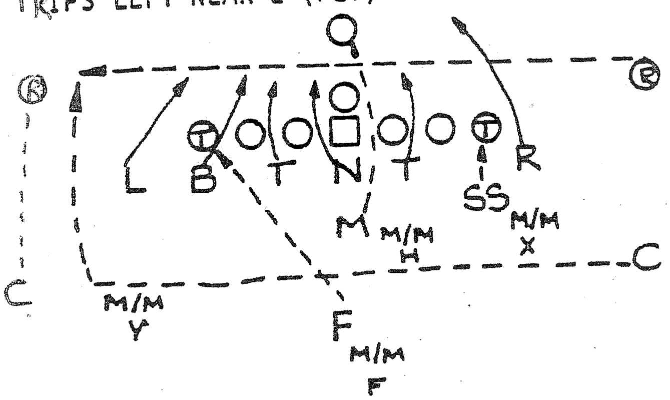
IZZARD LEFT



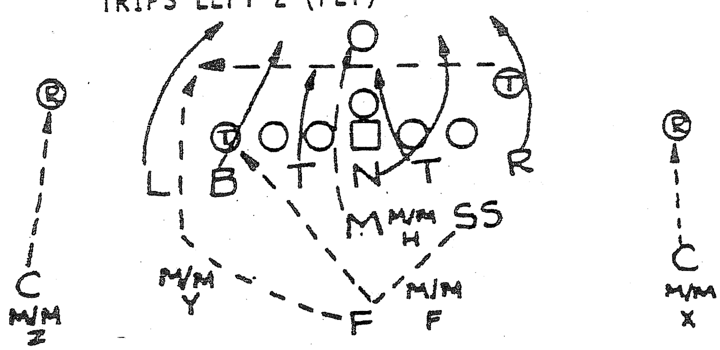
TRIPS RIGHT NEAR 2 (ZOOM)



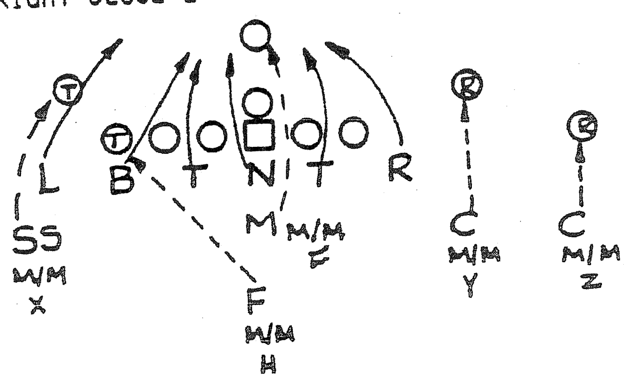
TRIPS LEFT NEAR 2 (FLY)



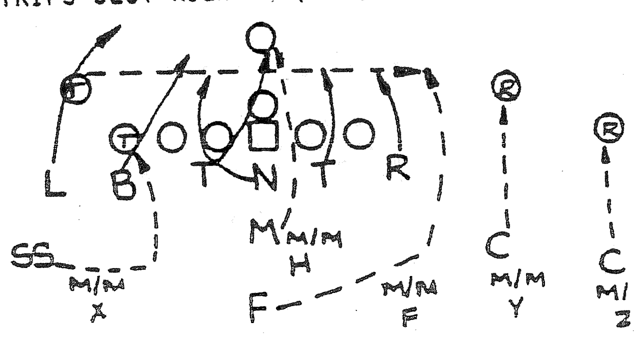
TRIPS LEFT 2 (FLY)



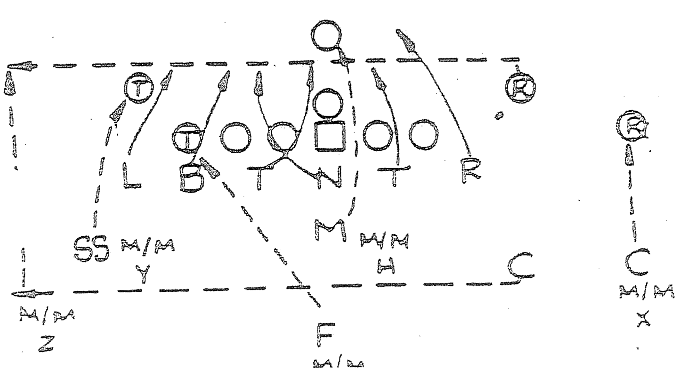
ACE RIGHT CLOSE 2



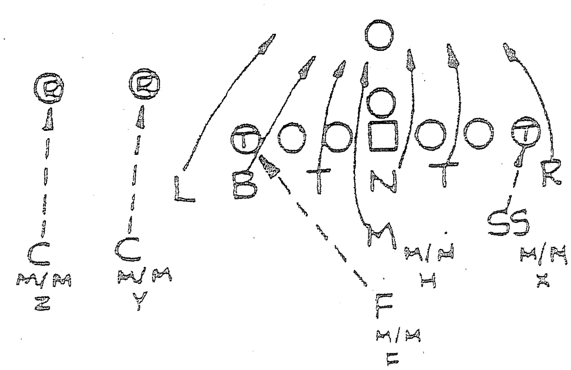
TRIPS SLOT RIGHT 2 (FLY)



TRIPS LEFT CLOSE 2 (ZOOM)

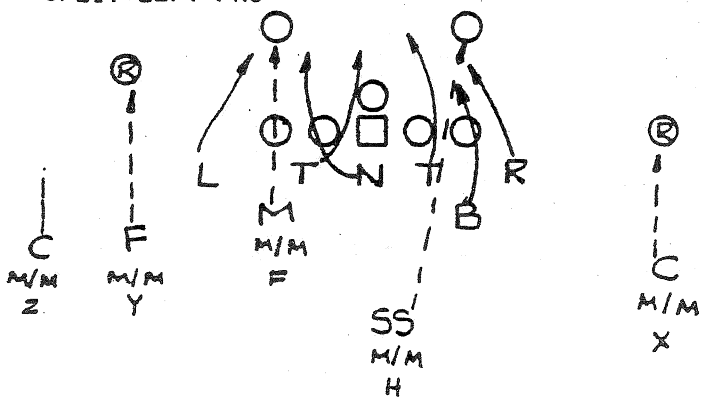


TRIPS LEFT NEAR 2

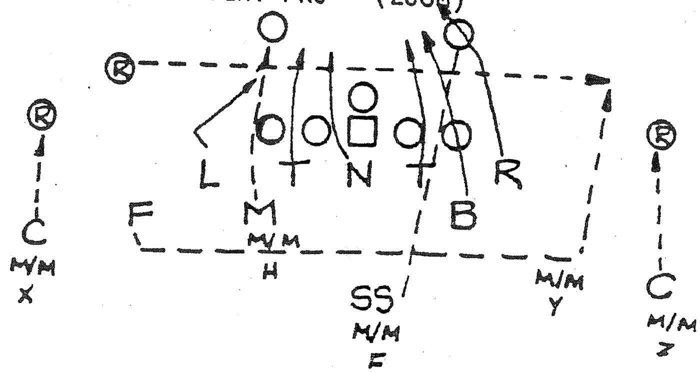


EAGLE - BACKER DOG

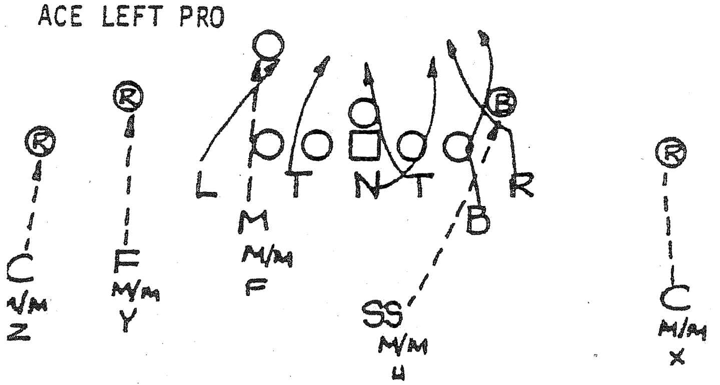
SPLIT LEFT PRO



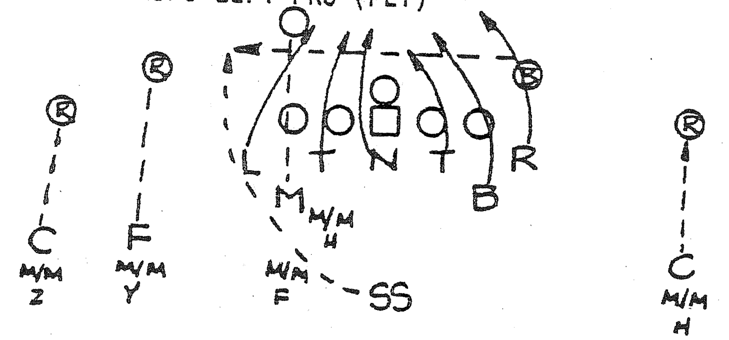
SPLIT RIGHT PRO (ZOOM)



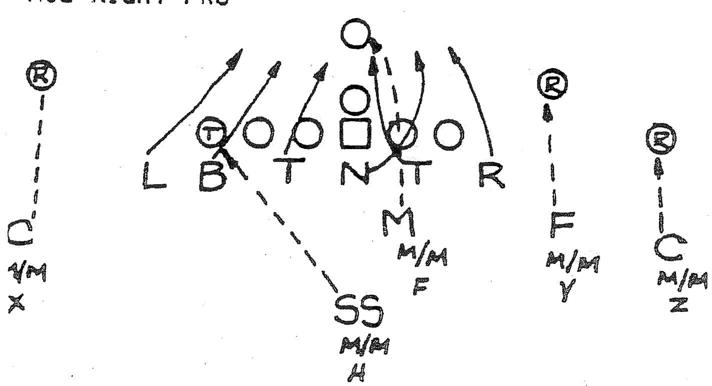
ACE LEFT PRO



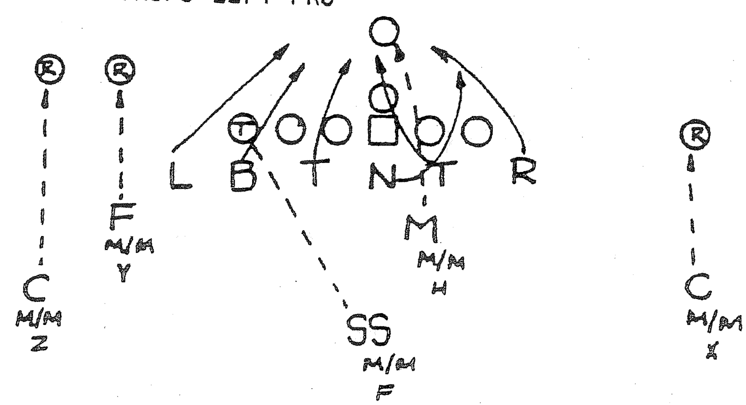
TRIPS LEFT PRO (FLY)



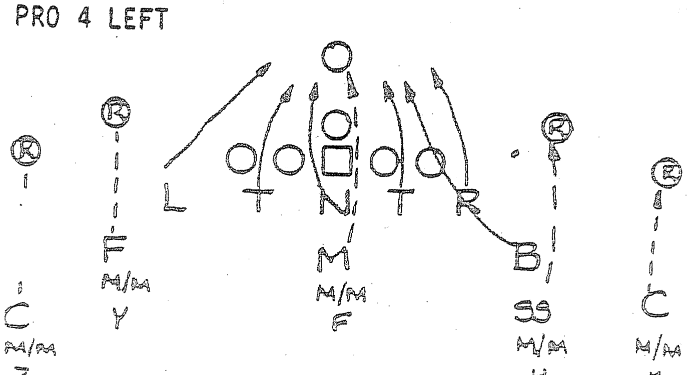
ACE RIGHT PRO



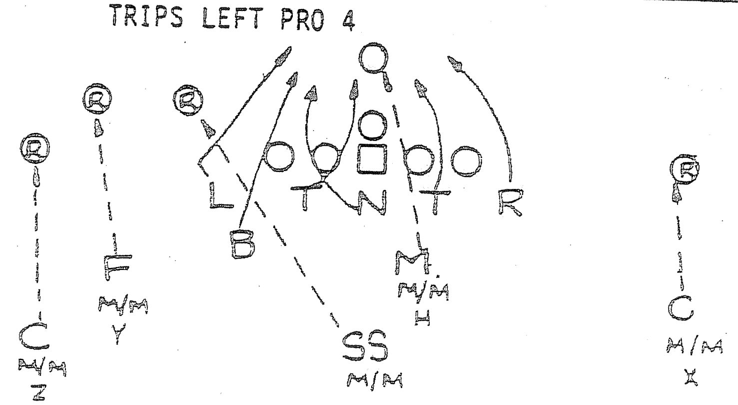
TRIPS LEFT PRO



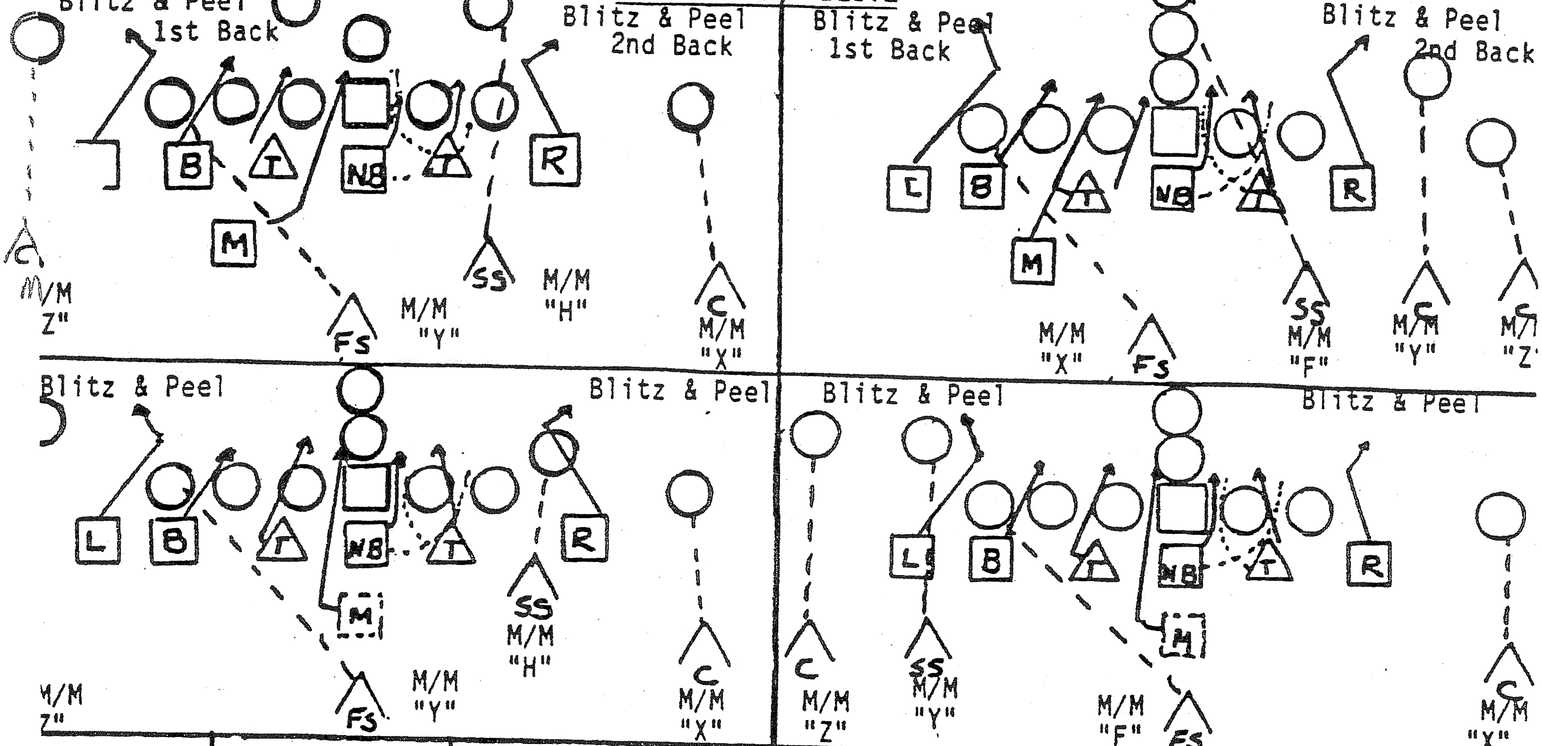
PRO 4 LEFT



TRIPS LEFT PRO 4



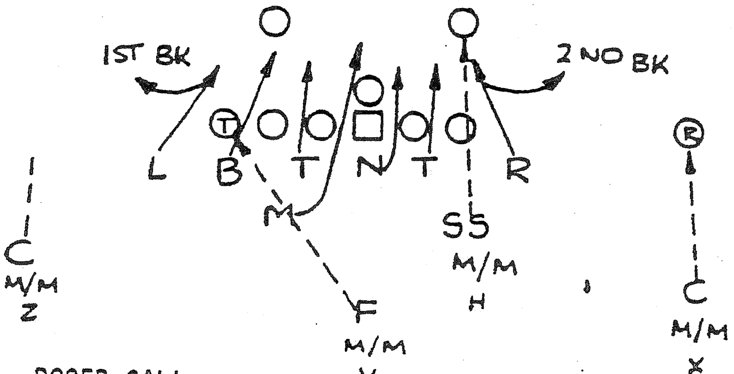
EAGLE STRONG BLITZ



OSITION	ALIGNMENT	KEY	RESPONSIBILITY
TACKLES	"3" ALIGNMENT	BALL	STRONG - GET OFF "B" GAP WITH NO CALL - "A" GAP WITH "B" CALL FROM MAC. WEAK - GET OFF "B" GAP WITH NO CALL. "A" GAP WITH REX OR LEX CALL YOUR WAY.
BACKER	"0" ALIGNMENT	BALL	ROGER OR LARRY CALL WEAK. REX OR LEX CALL WEAK.
BACKER	8-7 ALIGNMENT	BALL	BLITZ "C" GAP.
STRONG BACKER	WIDE 9 ALIGN- MENT	BALL	BLITZ WITH CONTAINMENT - 2 BACK SET PEEL ON 1st BACK - ONE BACK PEEL IF THE BACK COMES YOUR WAY.
WEAK ACKER	WIDE 9 ALIGN- MENT ON TACKLE	BALL	BLITZ WITH CONTAINMENT - 2 BACK SET PEEL ON 2nd BACK - ONE BACK PEEL IF BACK COMES YOUR WAY.
MAC	4 ALIGNMENT ON TACKLE 4 YDS OFF BALL	BALL	GIVE ROGER OR LARRY CALL WEAK OR REX OR LEX CALL WEAK. BLITZ "A" GAP STRONG - IF YOU GIVE TACKLE "B" CALL, BLITZ "B" GAP.
TRONG AFETY	4 ALIGNMENT ON TACKLE 5 YDS OFF BALL	BALL TO RECEIVER	2 BACK SETS NORMAL #2 WEAK M/M - SLOT #3 TO SLOT SIDE ONE BACK #2 WEAK OR #2 STRONG M/M.
FREE SAFETY	10-12 YDS DEEP BUT VARY ALIGNMENT FOR BEST COVERAGE	BALL TO RECEIVER	#2 STRONG M/M EXCEPT SLOTS #1 WEAK M/M - ONE BACK #2 STRONG M/M ALL SETS EXCEPT TRIPS - #3 STRONG M/M.
STRONG CORNER	7 YDS DEEP ONE YARD OUT- SIDE OR PRESS ALIGNMENT	BALL TO RECEIVER	M/M #1 STRONG - GO WITH MOTION AND COVER.
WEAK CORNER	7 YDS DEEP ONE YARD OUT- SIDE OR PRESS ALIGNMENT	BALL TO RECEIVER	M/M #1 WEAK - SLOT #2 STRONG M/M - GO WITH MOTION AND COVER.

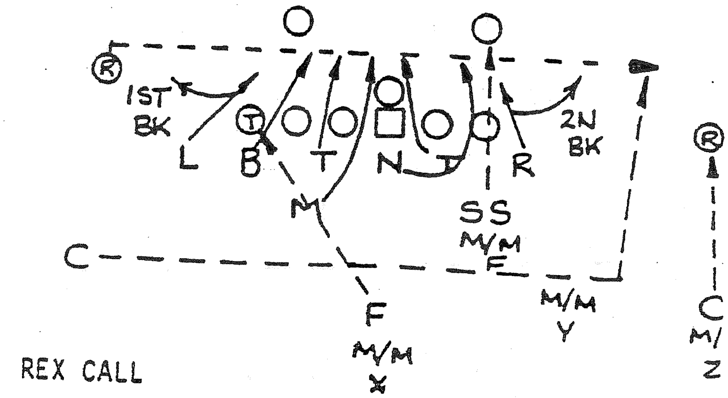
EAGLE STRONG BLITZ

SPLIT LEFT



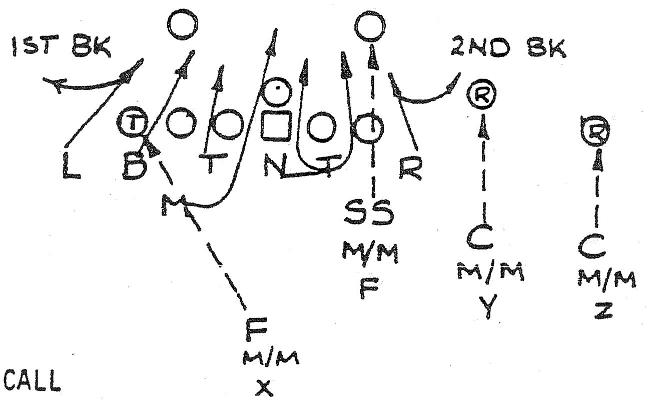
ROGER_CALL

SPLIT SLOT RIGHT (ZOOM)



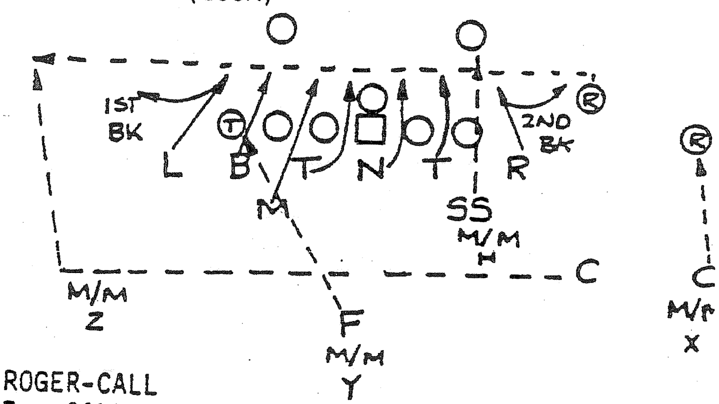
REX CALL

SPLIT SLOT RIGHT



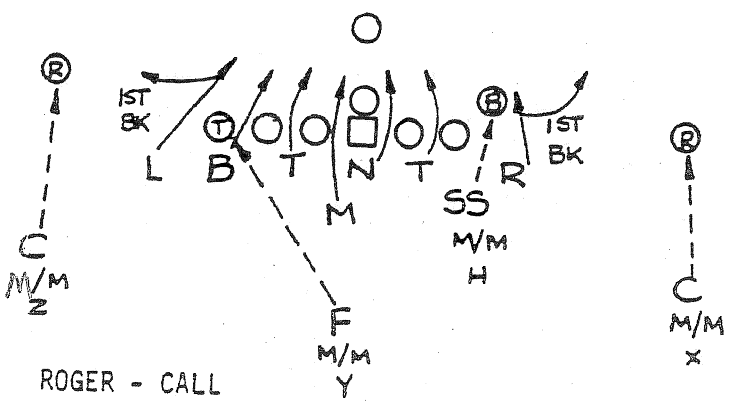
X CALL

SPLIT LEFT (ZOOM)



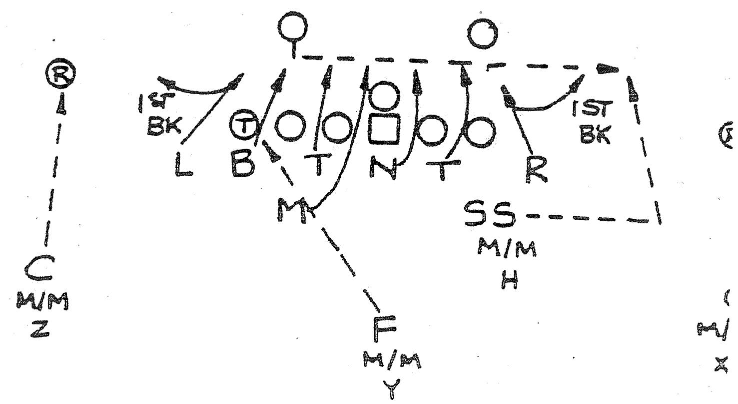
ROGER-CALL
B - . CALL

DOUBLE LEFT

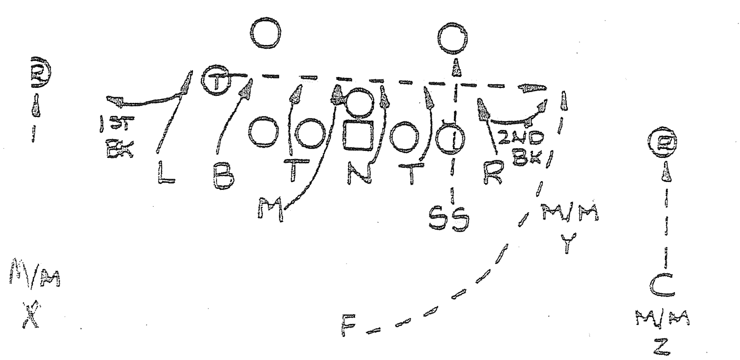


ROGER - CALL

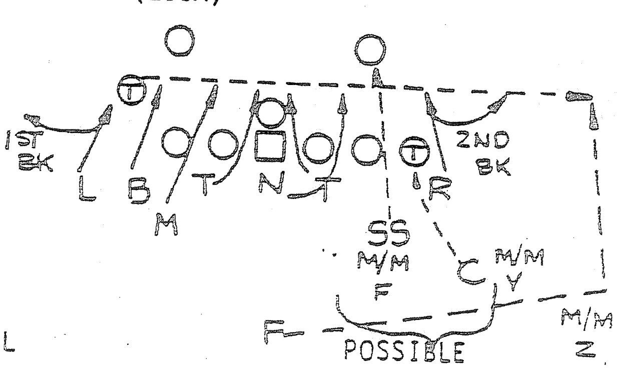
DOUBLE LEFT (BAY)



SPLIT RIGHT (YUM)



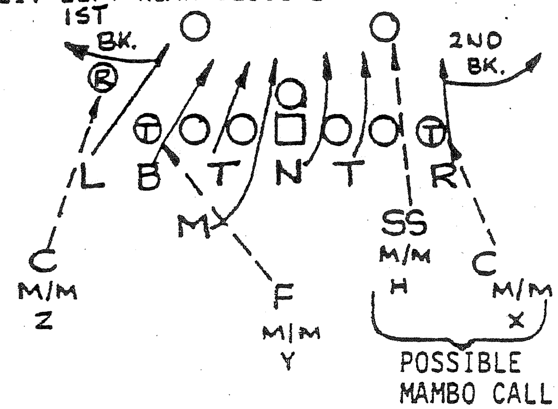
SPLIT RIGHT 2 (ZOOM)



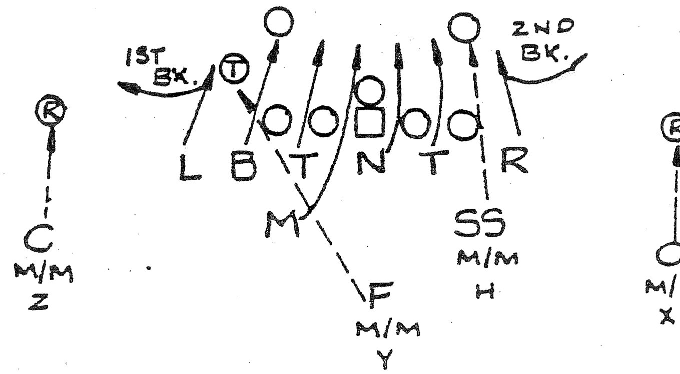
B-CALL
REX-CALL

EAGLE STRONG BLITZ

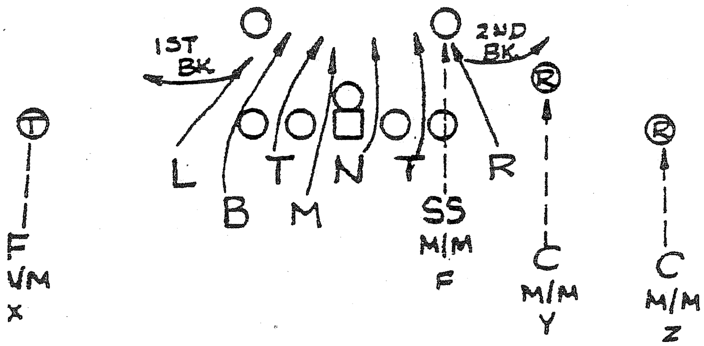
SPLIT LEFT NEAR CLOSE 2



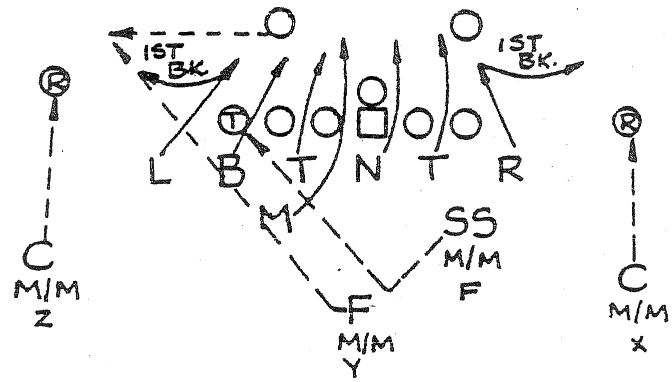
SPLIT LEFT Y-OFF



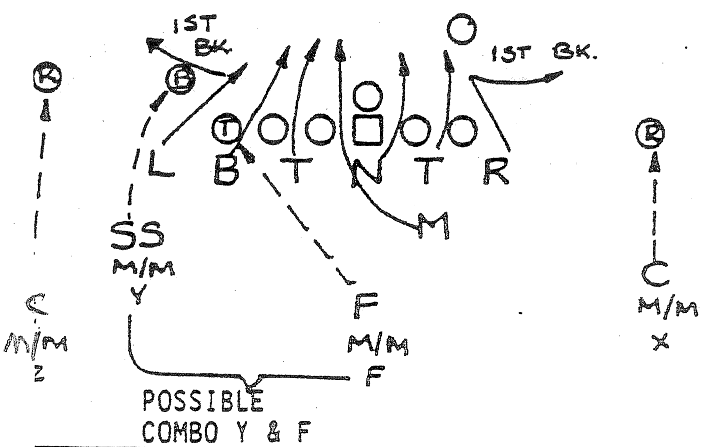
SPLIT SLOT RIGHT OPEN



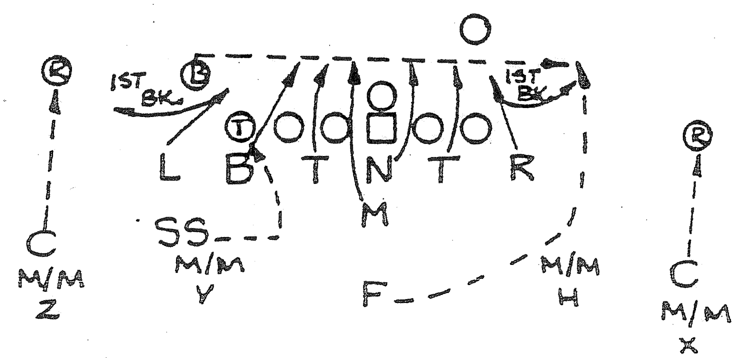
TRIPS LEFT (FLY)



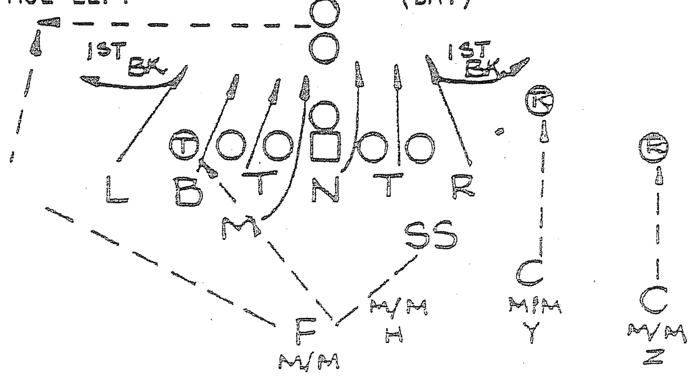
TIRPS LEFT "W"



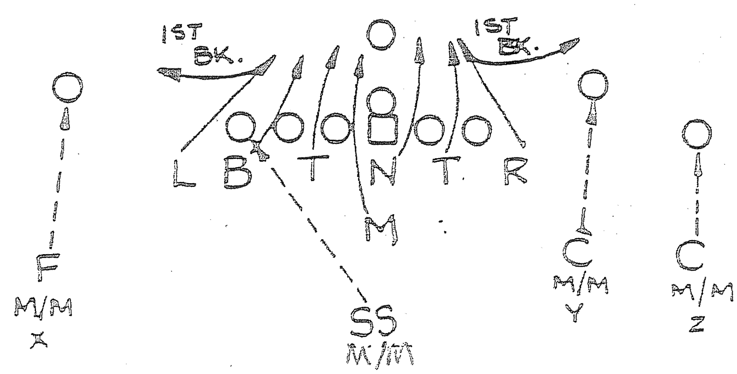
DOUBLE LEFT (BAY)



ACE LEFT (BAY)

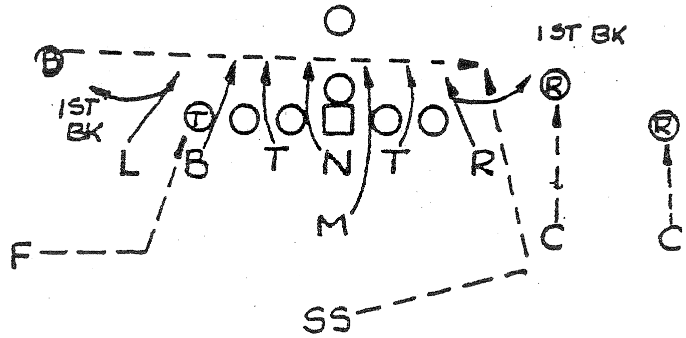


ACE RIGHT

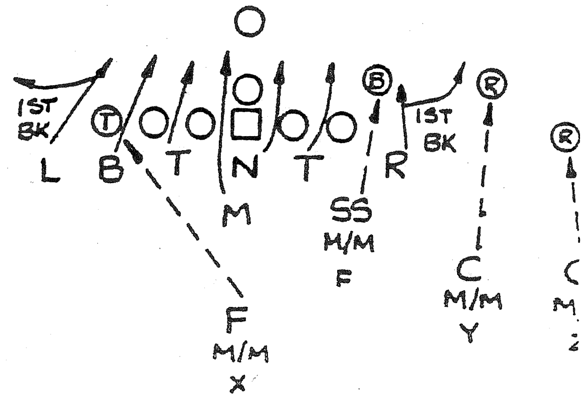


EAGLE - STRONG BLITZ

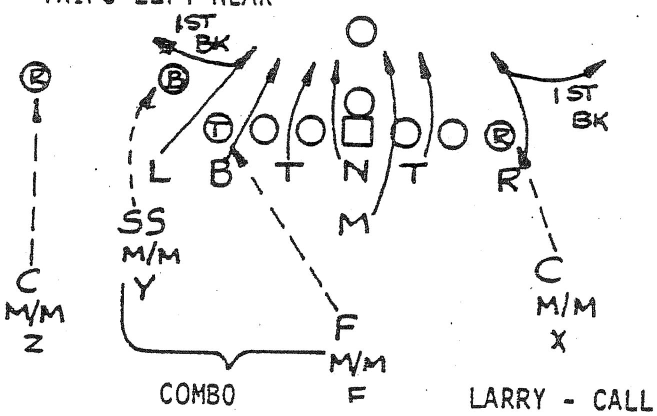
TRIPS SLOT RIGHT (FLY)



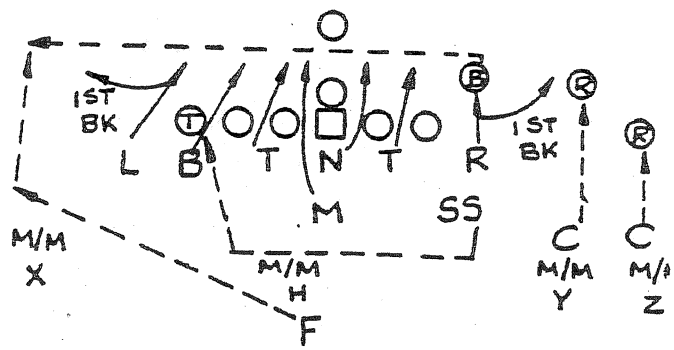
TRIPS SLOT RIGHT



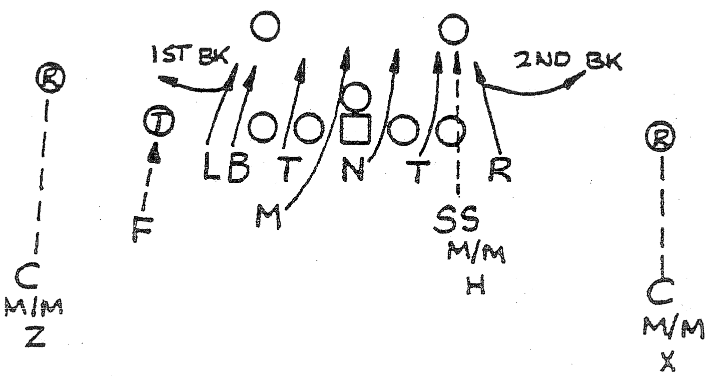
TRIPS LEFT NEAR



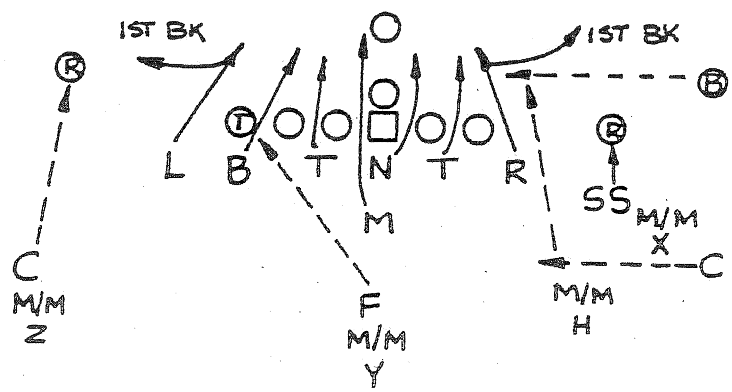
ACE RIGHT (BAY)



SPLIT LEFT FLEX

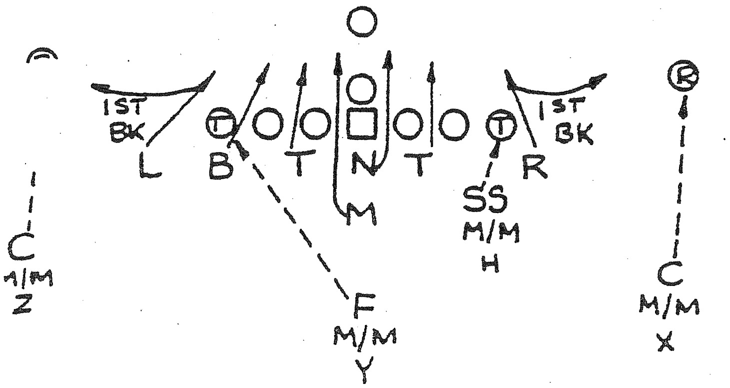


DOUBLE LEFT X P MOTION

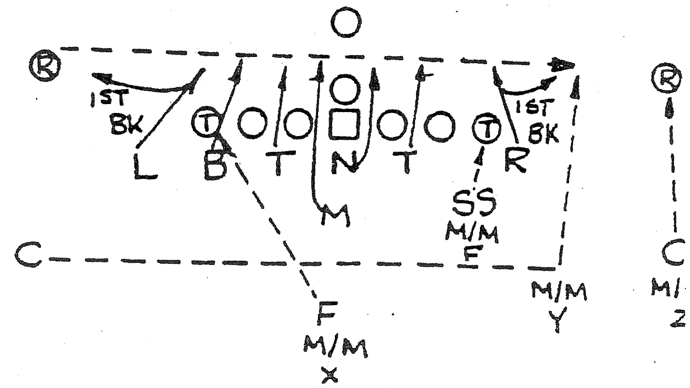


EAGLE - STRONG BLITZ

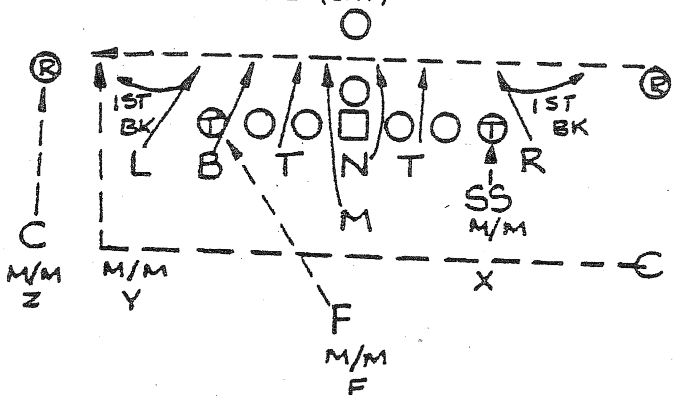
BLIZZARD LEFT



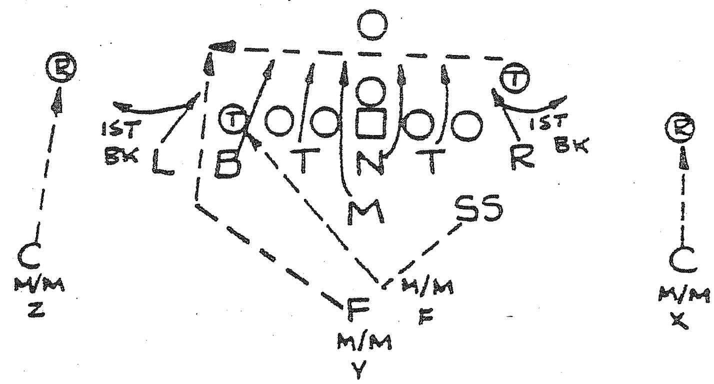
TRIPS RIGHT NEAR - 2 (ZOOM)



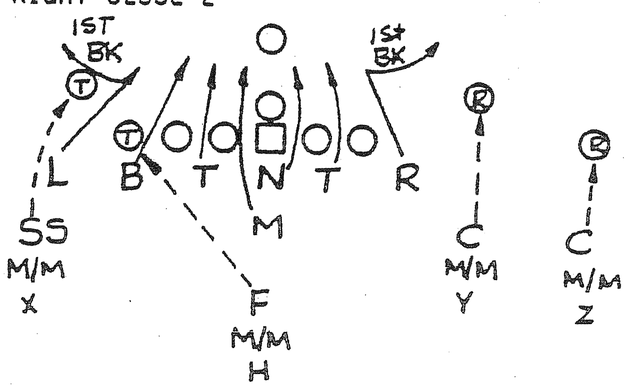
TRIPS LEFT NEAR 2 (BAY)



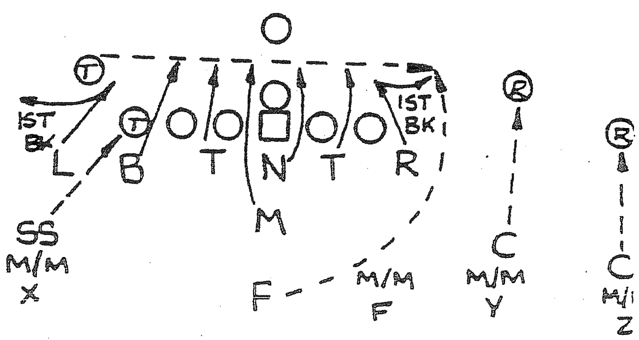
TRIPS LEFT 2 (FLY)



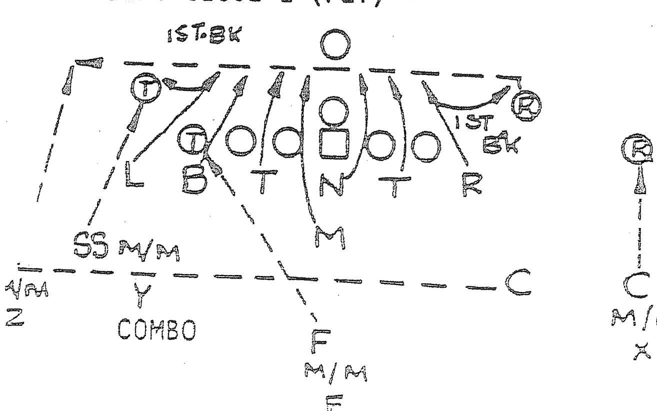
ACE RIGHT CLOSE 2



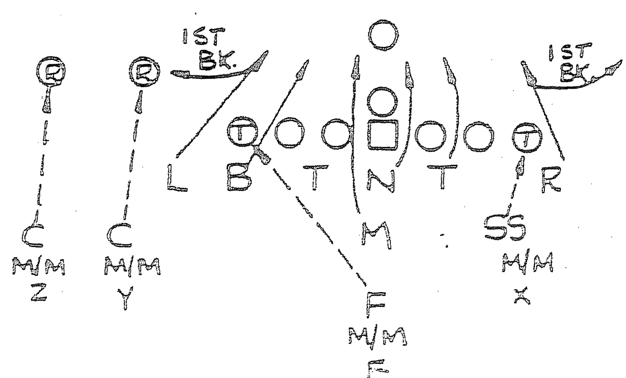
TRIPS SLOT RIGHT (FLY)



TRIPS LEFT CLOSE 2 (FLY)

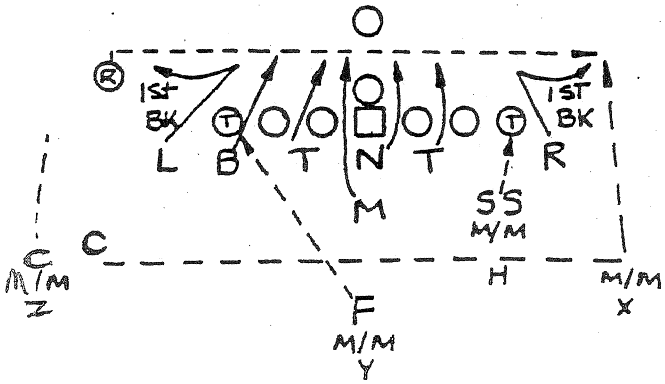


TRIPS LEFT NEAR 2



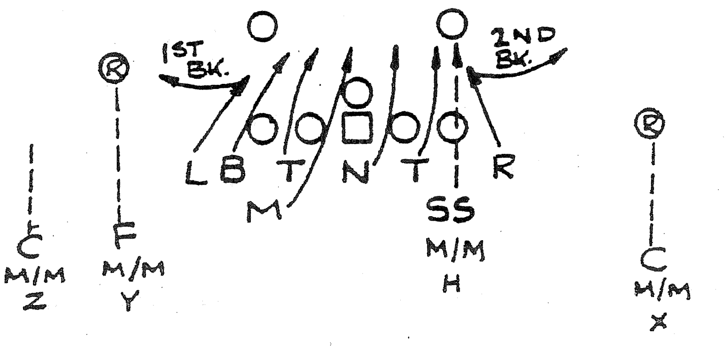
EAGLE STRONG BLITZ

LEFT (BAY)

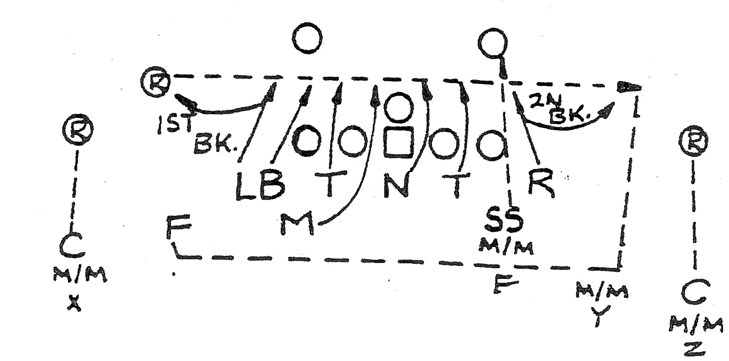


EAGLE - STRONG BLITZ

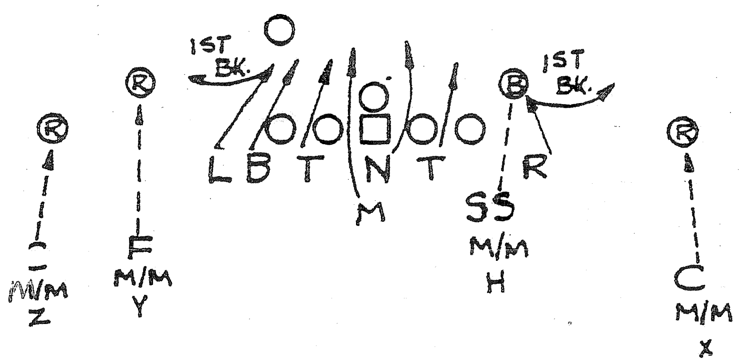
SPLIT LEFT PRO



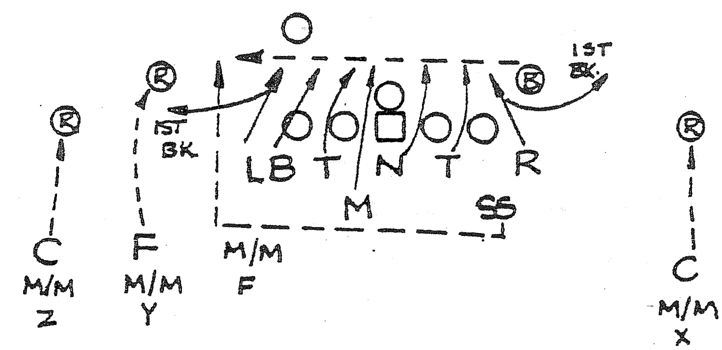
SPLIT RIGHT PRO (ZOOM)



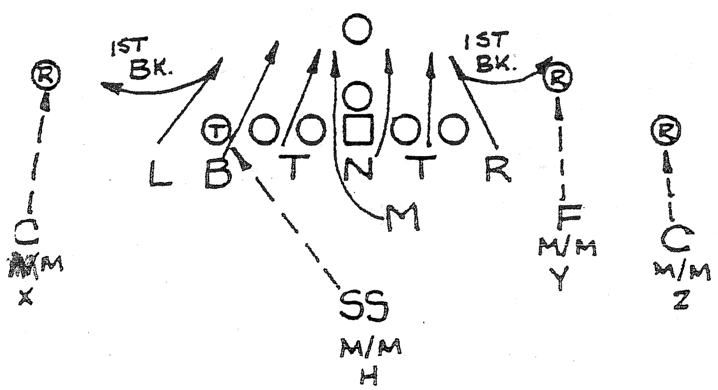
DOUBLE LEFT PRO "S"



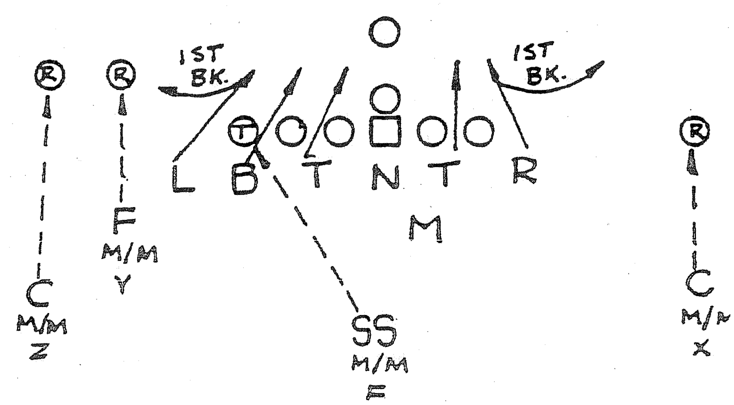
TIRPS LEFT PRO (BAY)



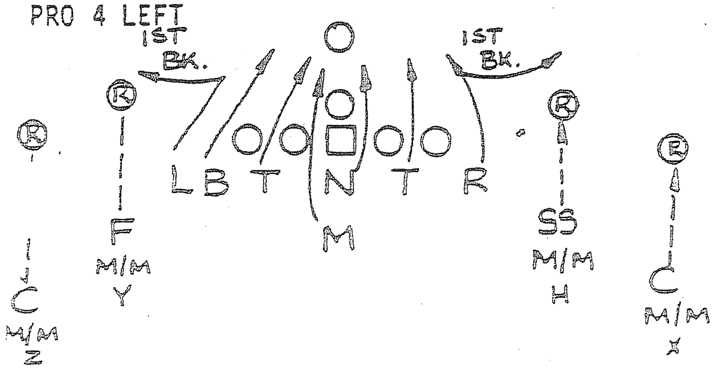
ACE RIGHT PRO



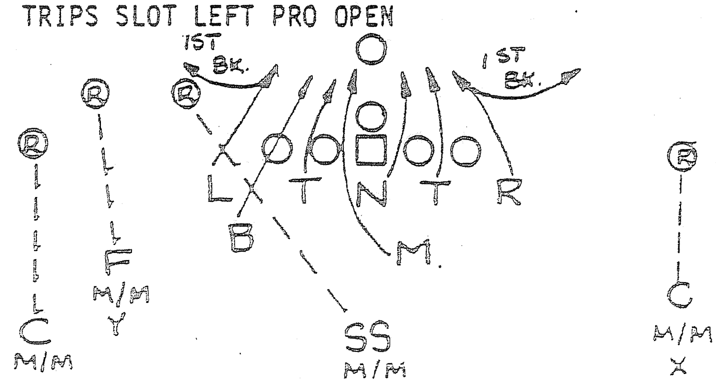
TRIPS LEFT PRO



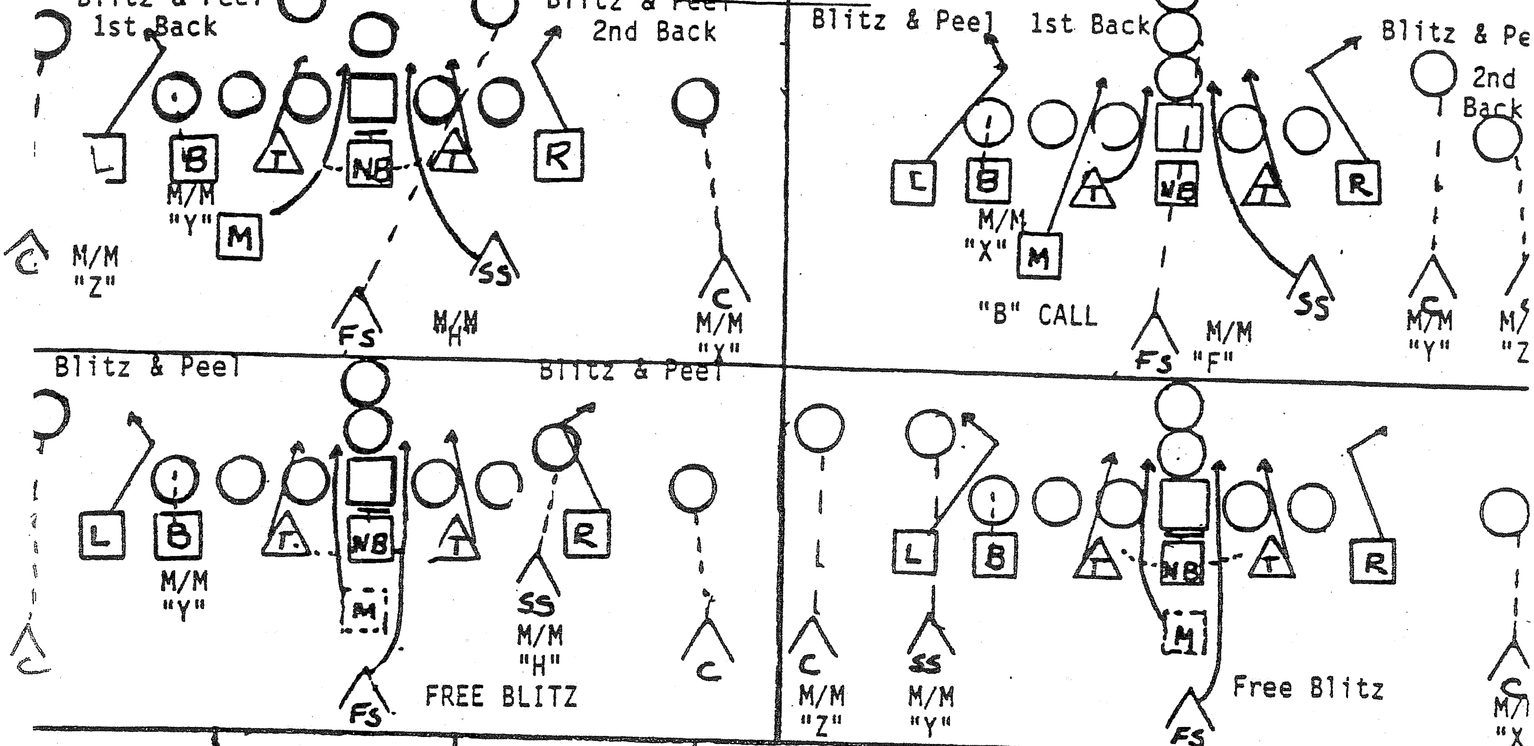
PRO 4 LEFT



TRIPS SLOT LEFT PRO OPEN



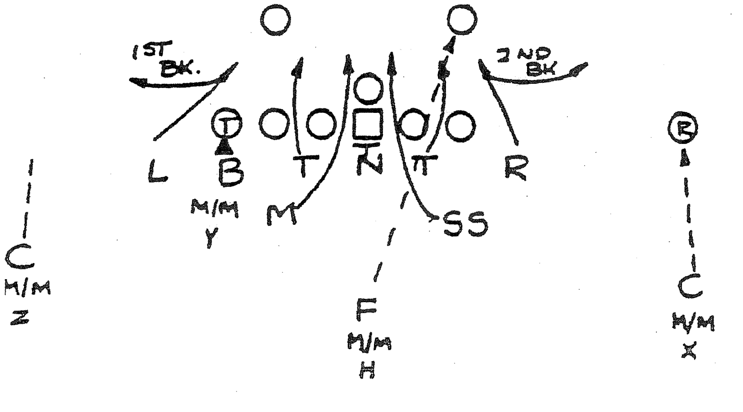
MIDDLE BLITZ



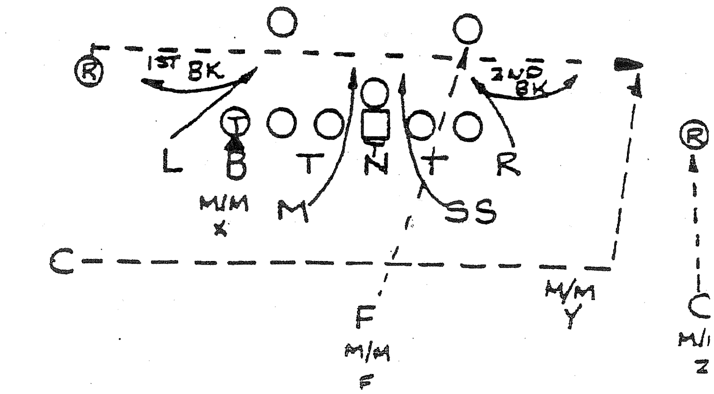
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
TACKLES	"3" ALIGNMENT	BALL	STRONG - GET OFF. "B" GAP WITH NO CALL - "A" GAP WITH "B" CALL FROM MAC. WEAK - GET OFF "B GAP WITH NO CALL. "A" GAP WITH "B" CALL FROM S.S.
BACKER	"0" ALIGNMENT	BALL	GRAB CENTER - PURSUE LATERALLY TO BALL.
BACKER	8-7 ALIGNMENT	BALL	M/M TIGHT END - OPEN FORMATIONS BLITZ "A" GAP WEAK.
STRONG BACKER	WIDE 9 ALIGNMENT	BALL	BLITZ WITH CONTAINMENT - 2 BACK SET PEEL ON 1st BACK - ONE BACK PEEL IF THE BACK COMES YOUR WAY.
WEAK BACKER	WIDE 9 ALIGNMENT ON TACKLE	BALL	BLITZ WITH CONTAINMENT - 2 BACK SET PEEL ON 2nd BACK ONE BACK PEEL IF BACK COMES YOUR WAY.
MAC	4 ALIGNMENT ON TACKLE 4 YDS OFF BALL	BALL	BLITZ "A" GAP STRONG - IF YOU BLITZ "B" GAP MUST GIVE TAKCLE "B" CALL.
STRONG SAFETY	4 ALIGNMENT ON TACKLE 5 YDS OFF BALL	BALL TO RECEIVER	BLITZ "A" GAP WEAK - IF YOU BLITZ "B" GAP MUST GIVE TACKLE "B" CALL - OPEN FORMATION. M/M #2 WEAK. ONE BACK SETS #2 STRONG OR WEAK M/M.
FREE SAFETY	10-12 YDS DEEP BUT VARY ALIGNMENT FOR BEST COVERAGE	BALL TO RECEIVER	#2 WEAK M/M REGULAR 2 BACK SETS - SLOT #3 STRONG M/M. SLOT OPEN M/M X, 2 BACK PRO M/M Y. ONE BACK SETS BLITZ "A" GAP WEAK.
STRONG CORNER	7 YDS DEEP ONE YARD OUTSIDE OR PRESS ALIGNMENT	BALL TO RECEIVER	M/M #1 STRONG - GO WITH MOTION AND COVER.
CORNER	7 YDS DEEP ONE YARD OUTSIDE OR PRESS ALIGNMENT	BALL TO RECEIVER	M/M #1 WEAK - SLOT #2 STRONG M/M - GO WITH MOTION AND COVER.

EAGLE - MIDDLE BLITZ

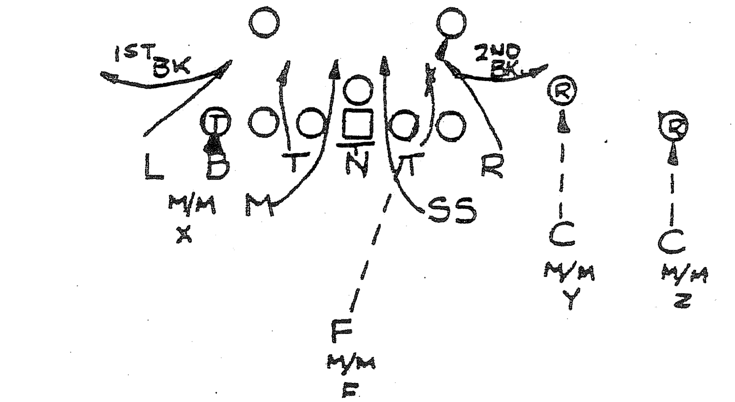
SPLIT LEFT



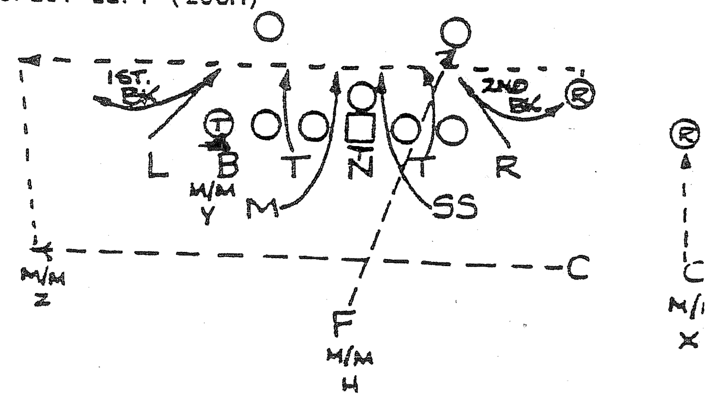
SPLIT SLOT RIGHT (ZOOM)



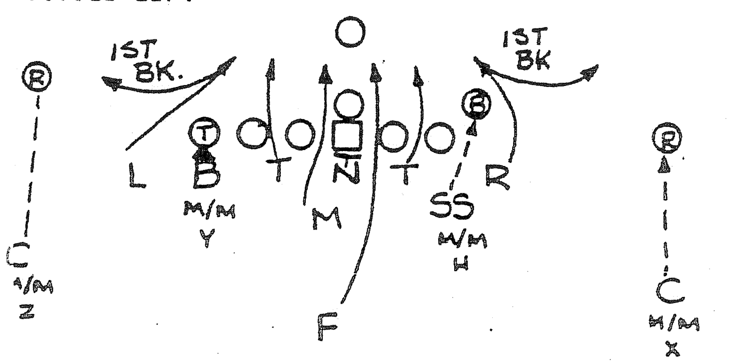
SPLIT SLOT RIGHT



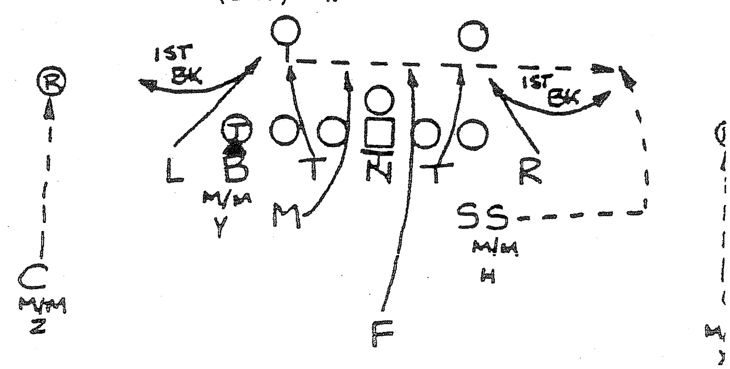
SPLIT LEFT (ZOOM)



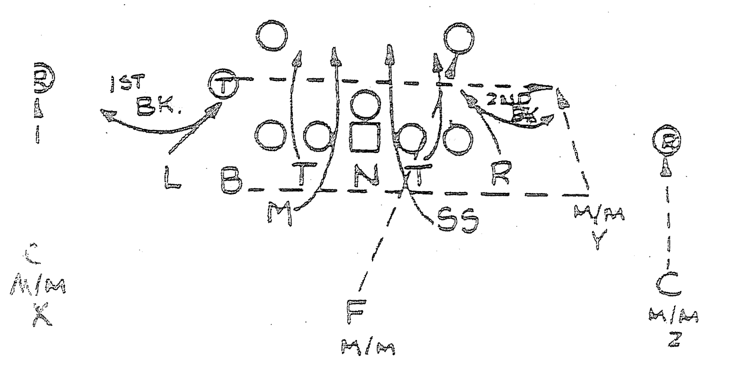
DOUBLE LEFT



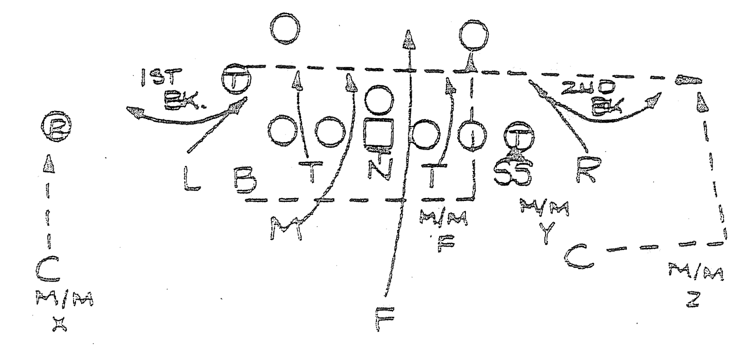
DOUBLE RIGHT (BAY) "W"



DOUBLE LEFT

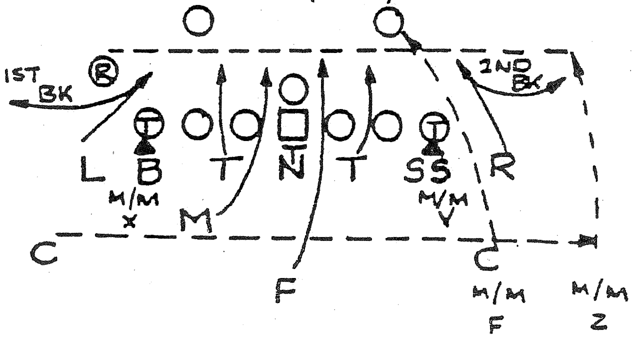


DOUBLE RIGHT (BAY) "W"

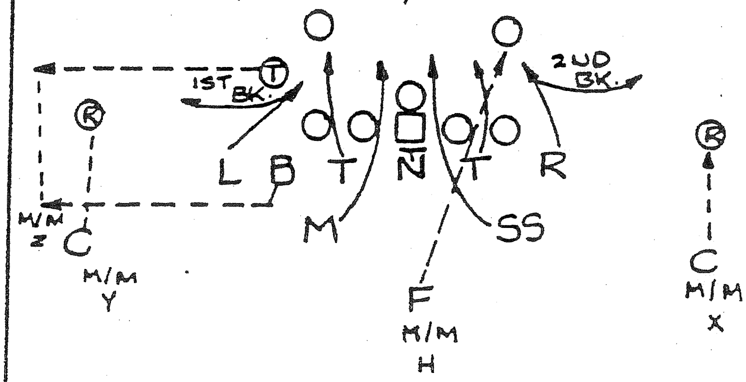


EAGLE - MIDDLE BLITZ

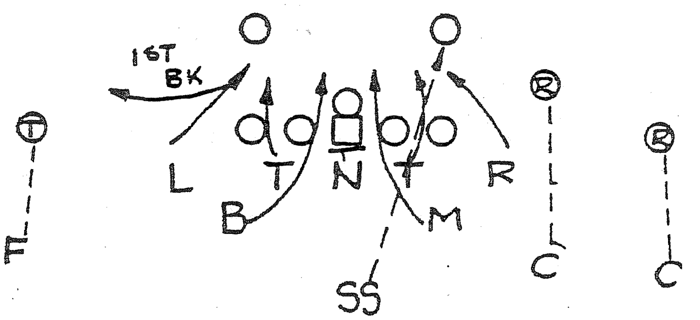
SPLIT RIGHT NEAR - 2 (ZOOM)



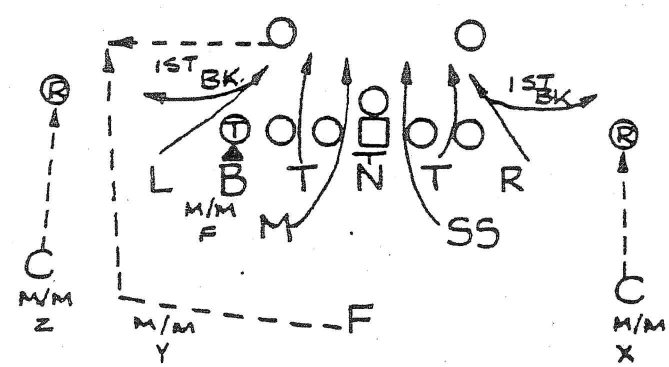
SPLIT LEFT (Y A MOTION)



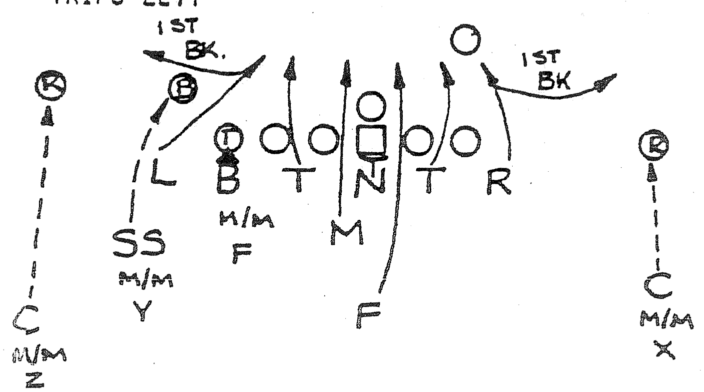
SPLIT SLOT RIGHT OPEN



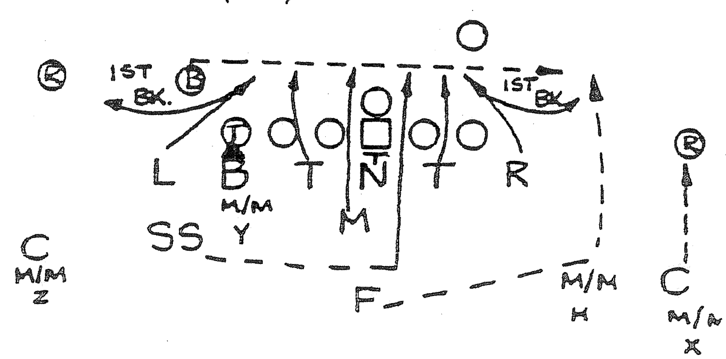
TRIPS LEFT (FLY)



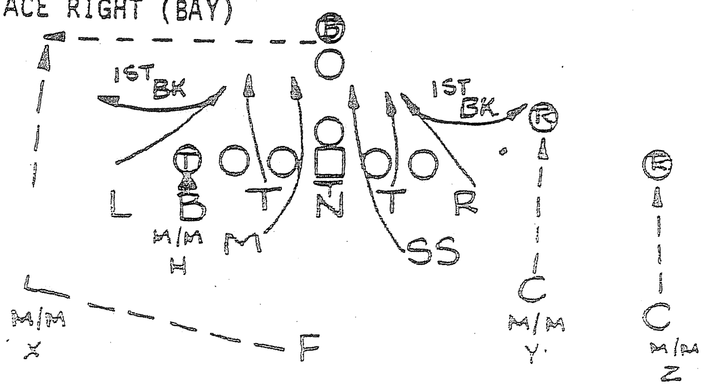
TRIPS LEVT



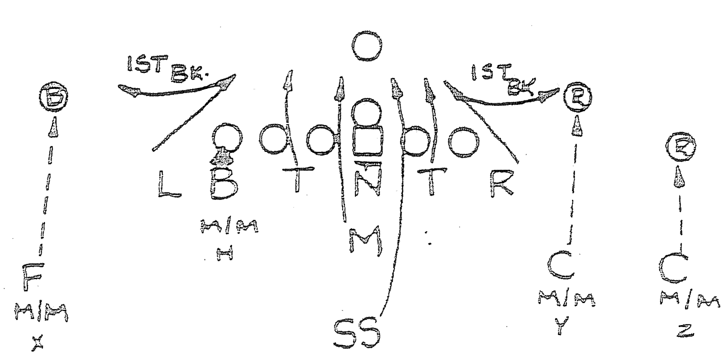
DOUBLE RIGHT (BAY)



ACE RIGHT (BAY)

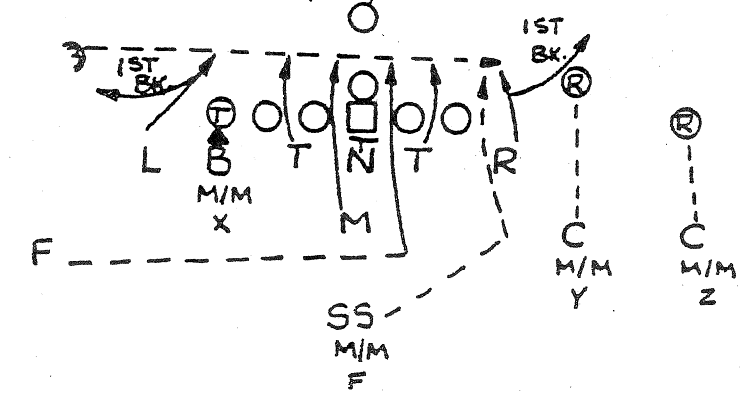


ACE RIGHT PRO

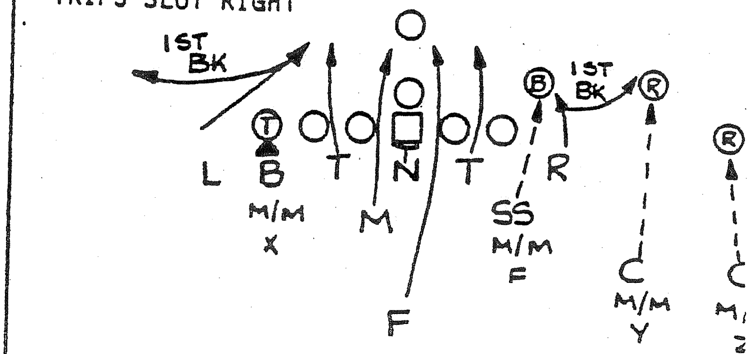


EAGLE - MIDDLE BLITZ

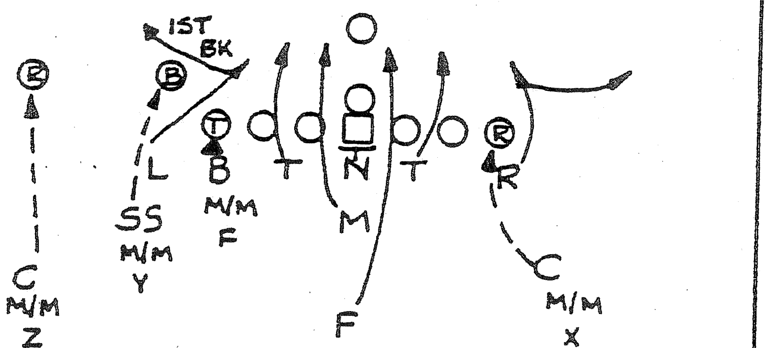
TRIPS SLOT RIGHT (FLY)



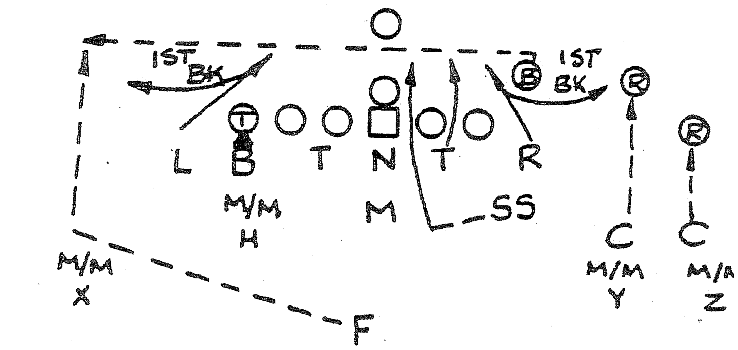
TRIPS SLOT RIGHT



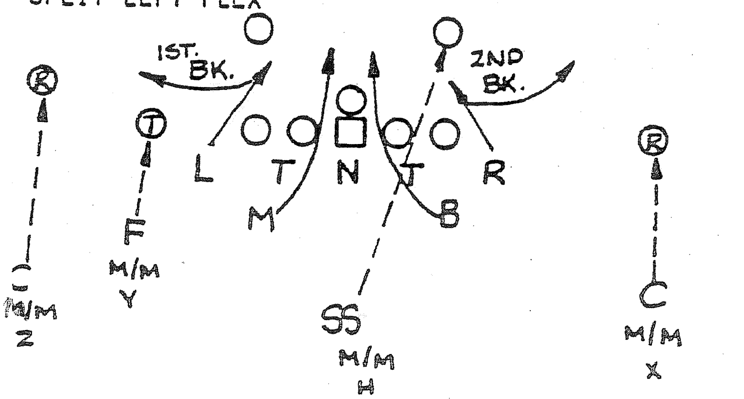
TRIPS LEFT NEAR



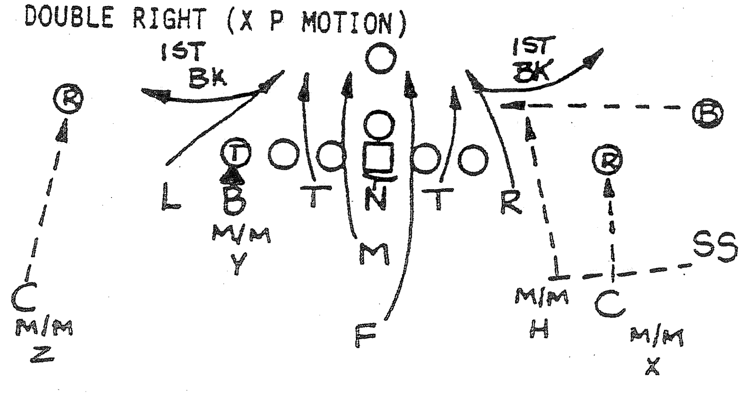
ACE RIGHT (BAY)



SPLIT LEFT FLEX

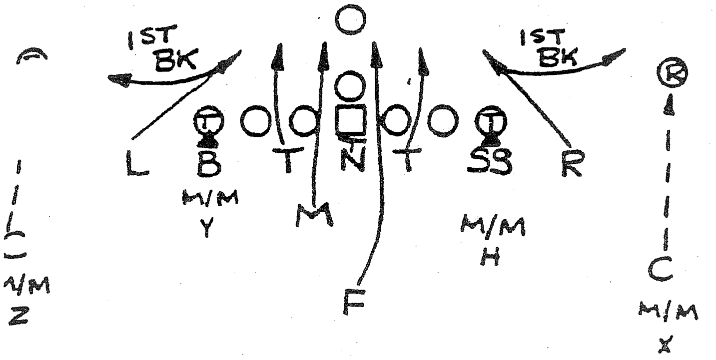


DOUBLE RIGHT (X P MOTION)

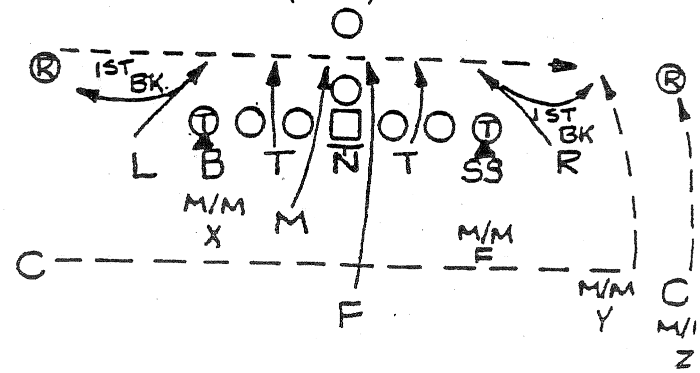


EAGLE - MIDDLE BLITZ

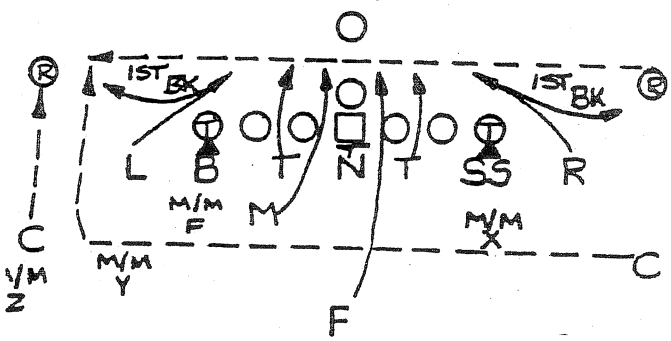
BLIZZARD LEFT



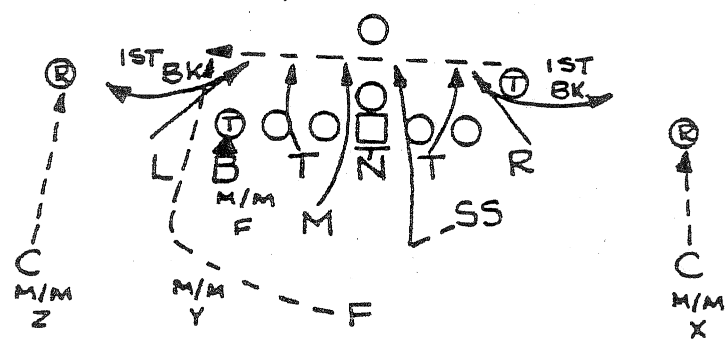
TRIPS RIGHT NEAR 2 (ZOOM)



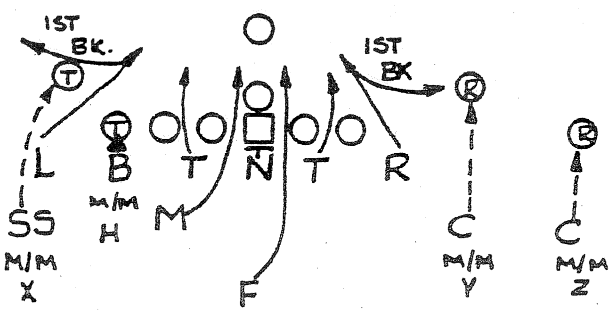
TRIPS LEFT NEAR 2 (FLY)



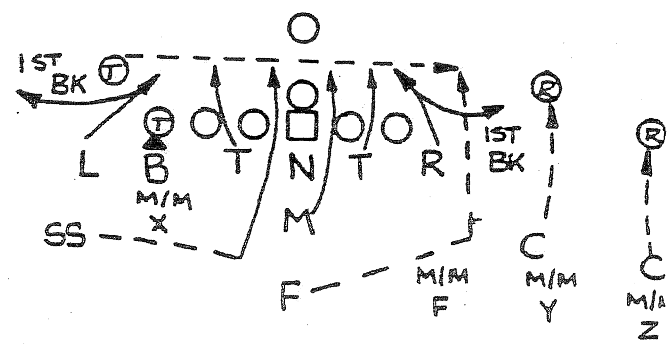
TRIPS LEFT 2 (FLY)



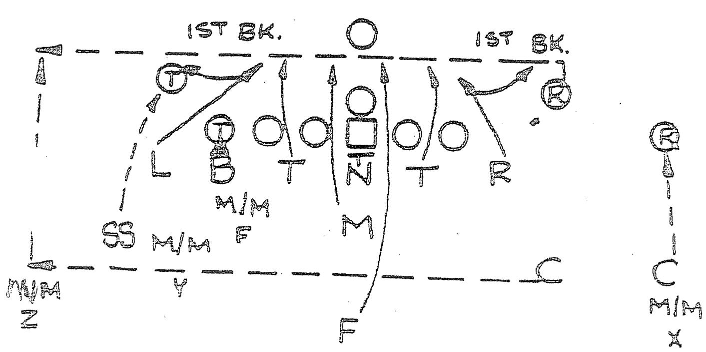
ACE RIGHT CLOSE 2



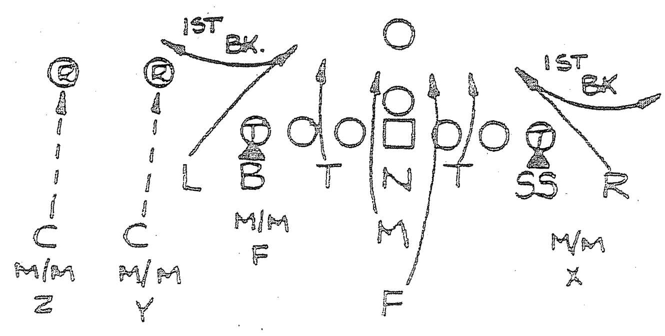
TRIPS SLOT RIGHT 2 (FLY)



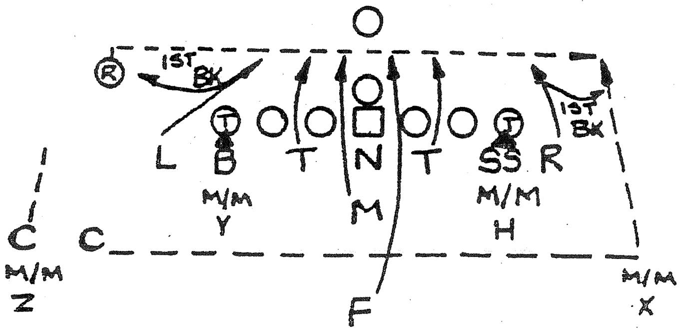
TRIPS LEFT CLOSE 2 (ZOOM)



TRIPS LEFT NEAR 2

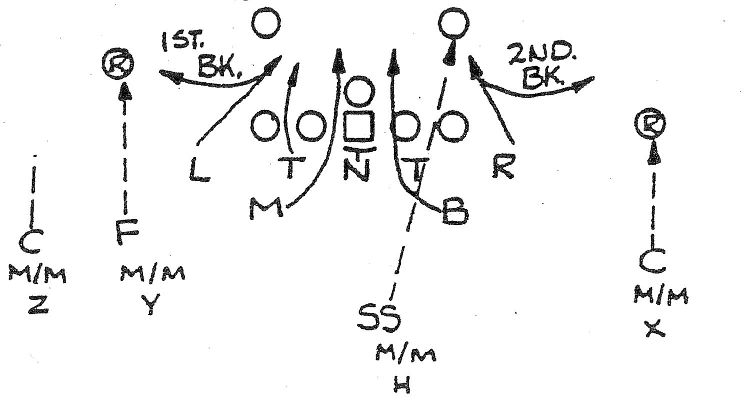


TRIPS LEFT NEAR 2 (BAY)

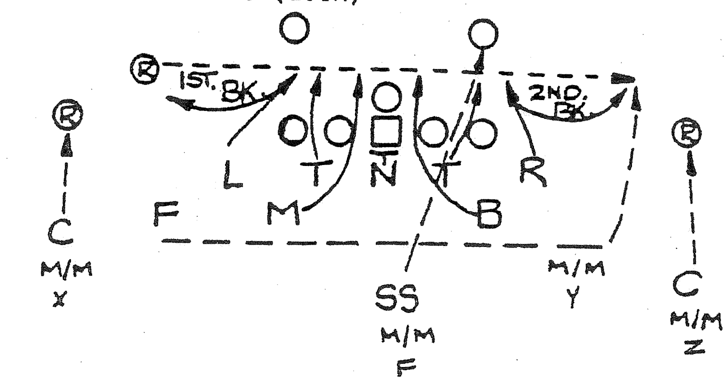


EAGLE - MIDDLE BLITZ

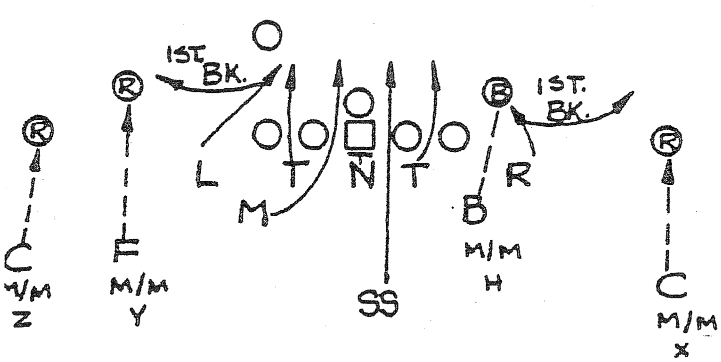
SPLIT LEFT PRO



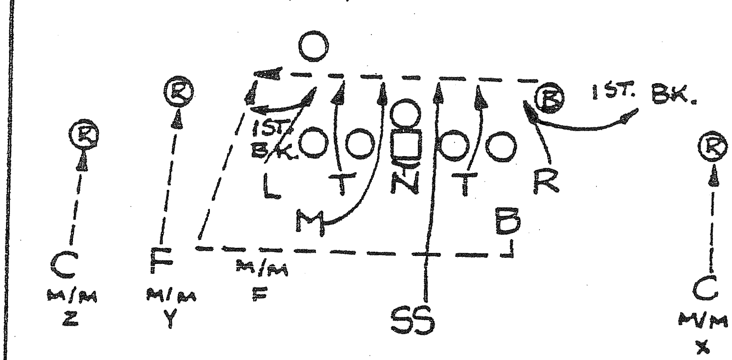
SPLIT RIGHT PRO (ZOOM)



ACE LEFT PRO

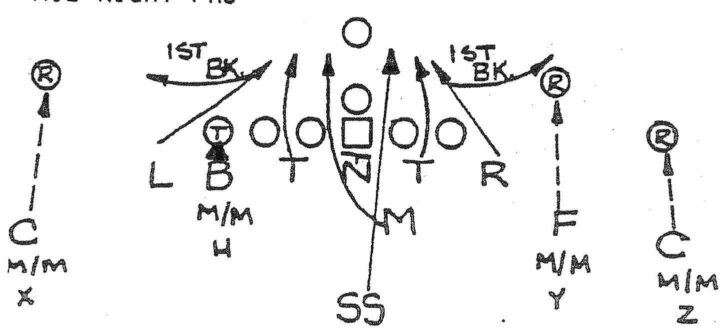


TRIPS LEFT PRO (FLY)

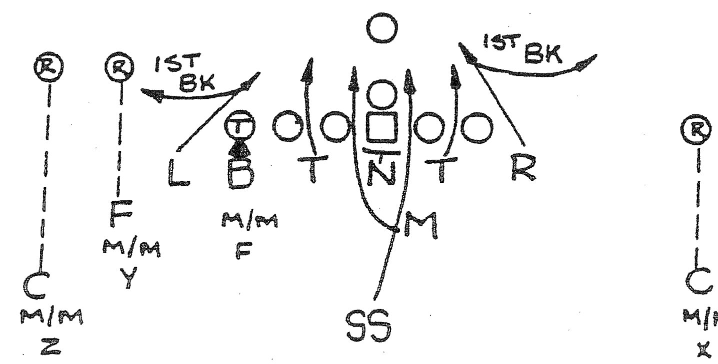


NE BACK ADJUSTMENT)

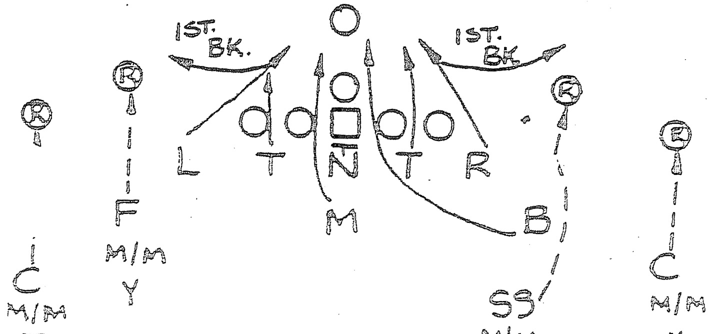
ACE RIGHT PRO



TRIPS LEFT PRO

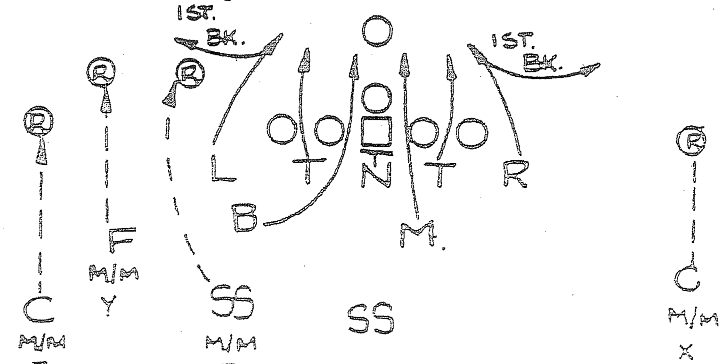


PRO 4 LEFT

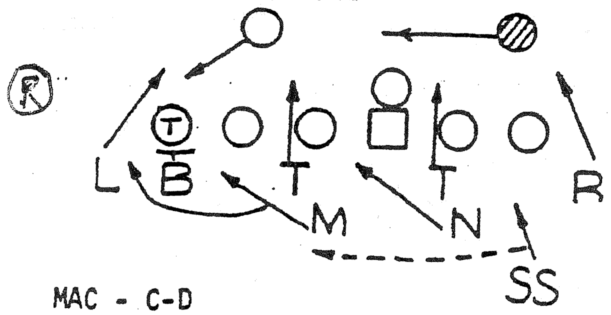


(OPEN FORMATION ADJUSTMENT)

TRIPS LEFT PRO

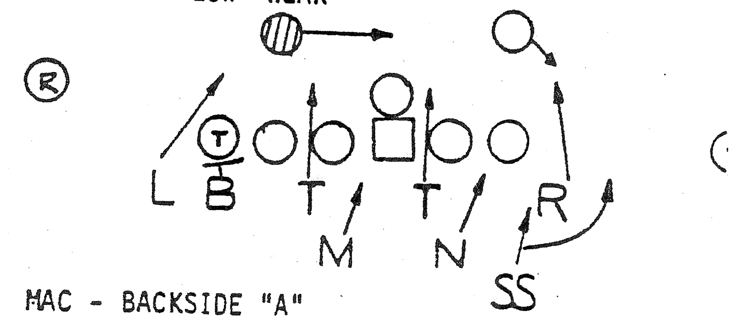


SPLIT - FLO STRONG



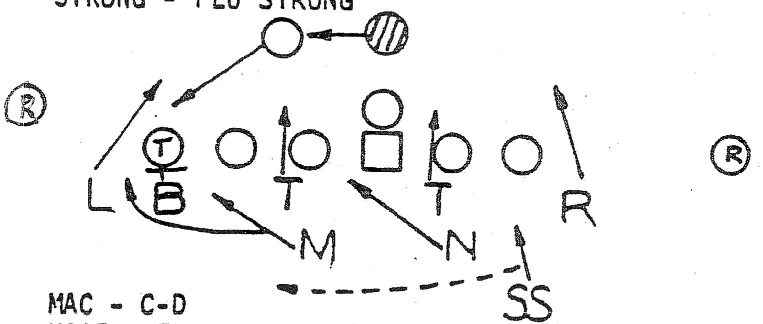
MAC - C-D
NOSE - FRONTSIDE "A"
SS - BACKSIDE "B" - RUN TO BALL
WEAK TACKLE - "I" OR CALL

SPLIT - FLOW WEAK



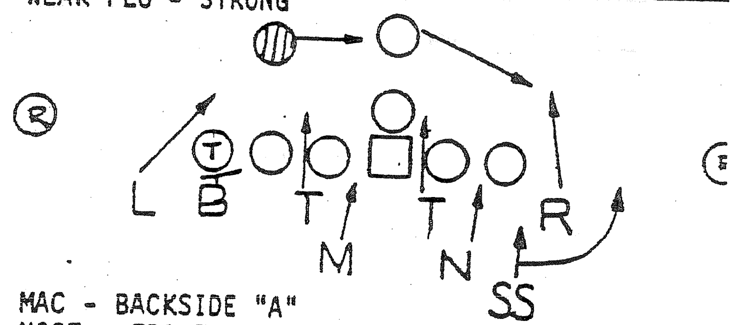
MAC - BACKSIDE "A"
NOSE - FRONTSIDE "B"
SS - C-D
WEAK TACKLE - "I" OR RANDY CALL

STRONG - FLO STRONG



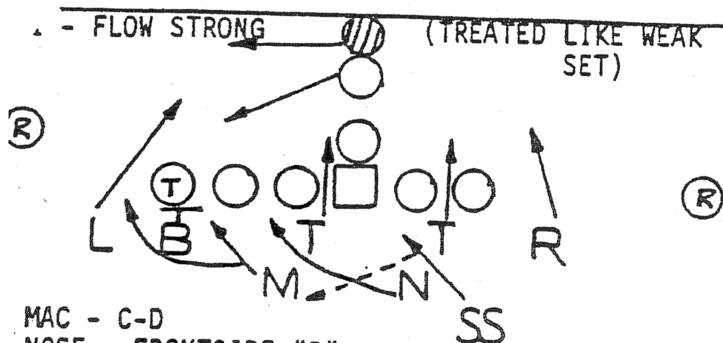
MAC - C-D
NOSE - FRONTSIDE "A"
SS - BACKSIDE "B" - RUN TO BALL
WEAK TAKCLE - "I" OR RANDY CALL

WEAK FLO - STRONG



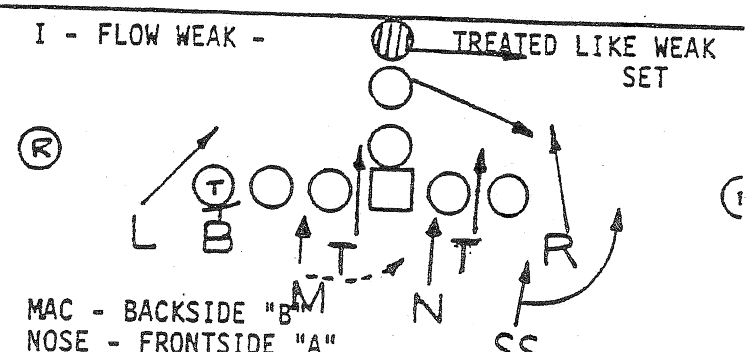
MAC - BACKSIDE "A"
NOSE - FRONTSIDE "B"
SS - C-D
WEAK TACKLE - "I" OR RANDY CALL

I - FLOW STRONG (TREATED LIKE WEAK SET)



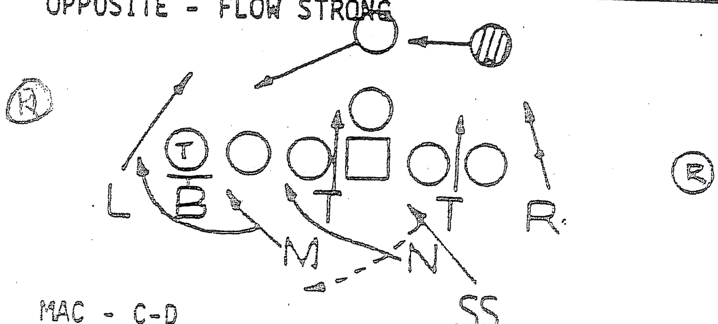
MAC - C-D
NOSE - FRONTSIDE "B"
SS - BACKSIDE A - RUN TO BALL
STRONG TACKLE - "I" OR LOU CALL

I - FLOW WEAK - TREATED LIKE WEAK SET



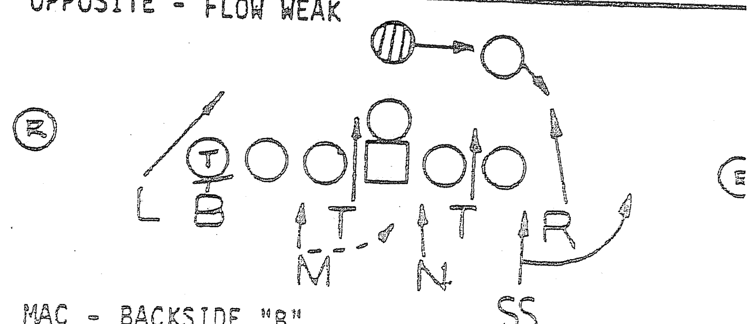
MAC - BACKSIDE "B"
NOSE - FRONTSIDE "A"
SS - C-D
STRONG TACKLE "I" OR LOU CALL

OPPOSITE - FLOW STRONG



MAC - C-D
NOSE - FRONTSIDE "A"
SS BACKISDE "A" - RUN TO BALL
STRONG TACKLE - "I" OR LOU CALL

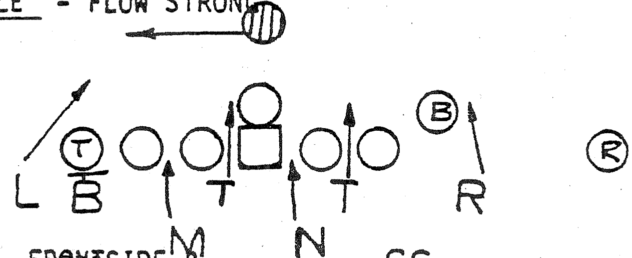
OPPOSITE - FLOW WEAK



MAC - BACKSIDE "B"
NOSE - FRONTISDE "A"
SS - C-D
STRONGSIDE TACKLE - "I" OR LOU CALL

HAWK DEFENSE - 1 BACK SETS - GAP CONTROLS

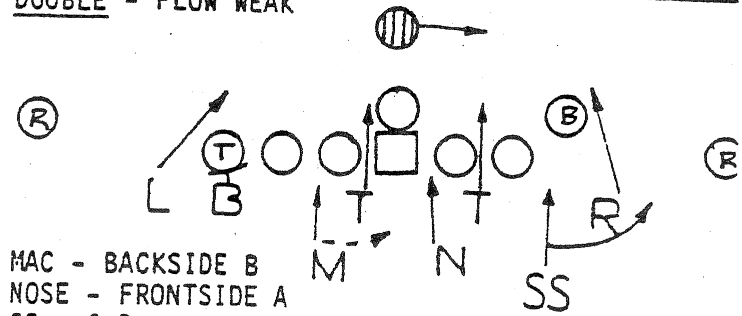
DOUBLE - FLOW STRONG



MAC - FRONTSIDE B
NOSE - BACKSIDE A

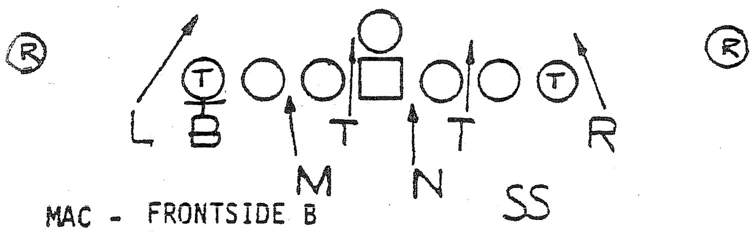
STRONG TACKLE - "I" OR LOU CALLS

DOUBLE - FLOW WEAK



MAC - BACKSIDE B
NOSE - FRONTSIDE A
SS - C-D
STRONG TACKLE - "I" OR LOU CALL

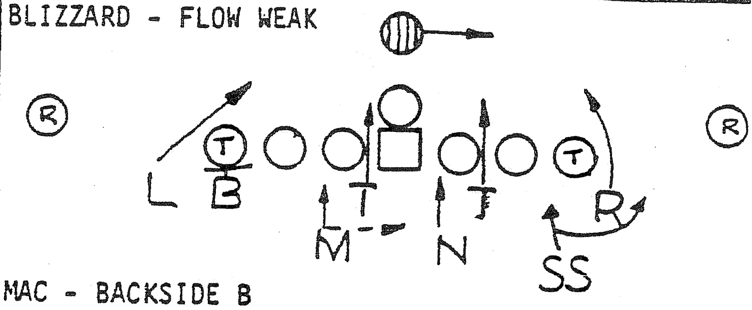
BLIZZARD - FLOW STRONG (OUT CALL)



MAC - FRONTSIDE B
NOSE - BACKSIDE A

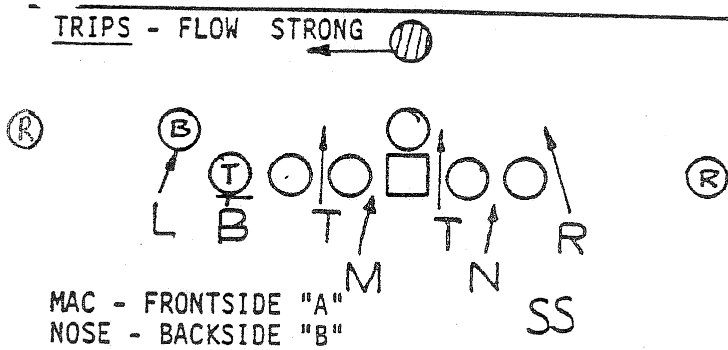
STRONG TACKLE - "I" OR LOU CALL

BLIZZARD - FLOW WEAK



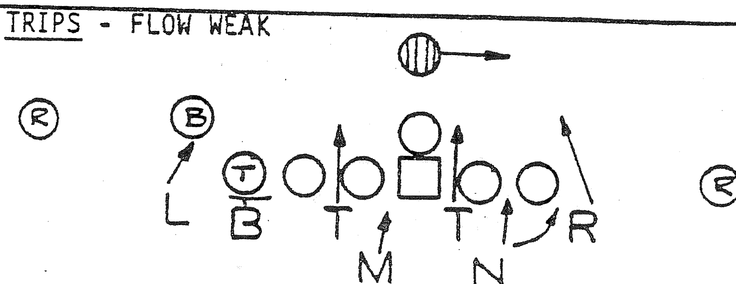
MAC - BACKSIDE B
NOSE - FRONTSIDE A
SS - C-D
STRONG TACKLE - "I" OR LOU CALL

TRIPS - FLOW STRONG



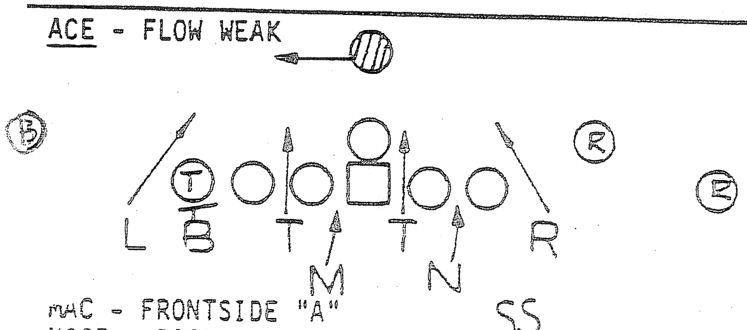
MAC - FRONTSIDE "A"
NOSE - BACKSIDE "B"
WEAK TACKLE - "I" OR RANDY CALL

TRIPS - FLOW WEAK



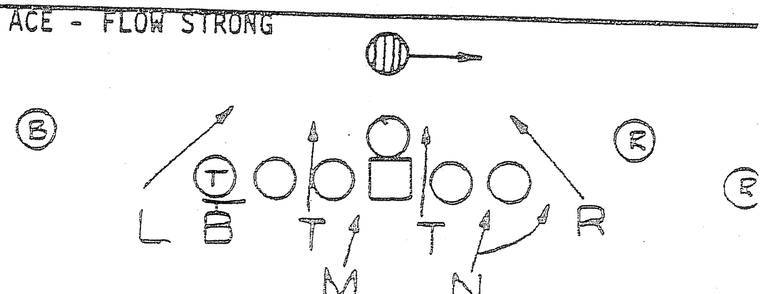
MAC - BACKSIDE "A"
NOSE - FRONTSIDE B
WEAK TACKLE - "I" OR RANDY CALL

ACE - FLOW WEAK



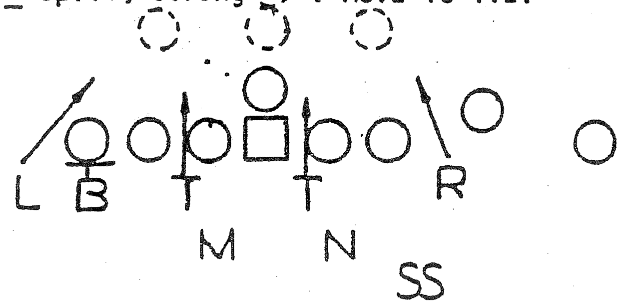
MAC - FRONTSIDE "A"
NOSE - BACKISDE "B"
WEAK TACKLE - "I" or RANDY CALL

ACE - FLOW STRONG

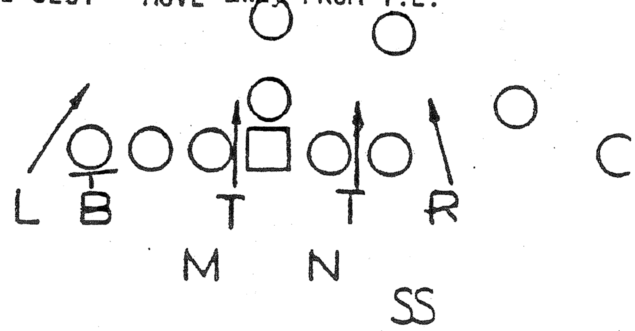


MAC - BACKSIDE "A"
NOSE - FRONTSIDE B
WEAK TACKLE - "I" OR RANDY CALL

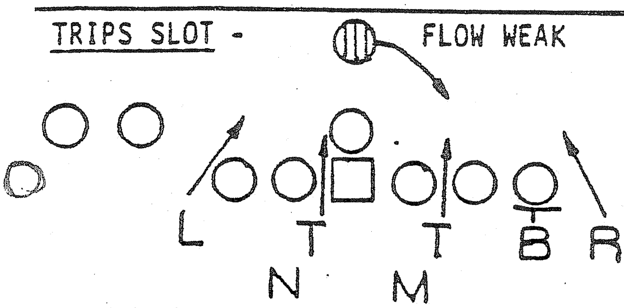
OTS _ Split, Strong( ) I MOVE TO T.E.



OPPOSITE SLOT - MOVE AWAY FROM T.E.

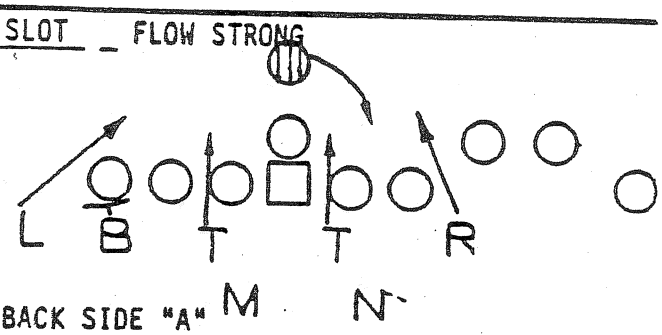


TRIPS SLOT - FLOW WEAK



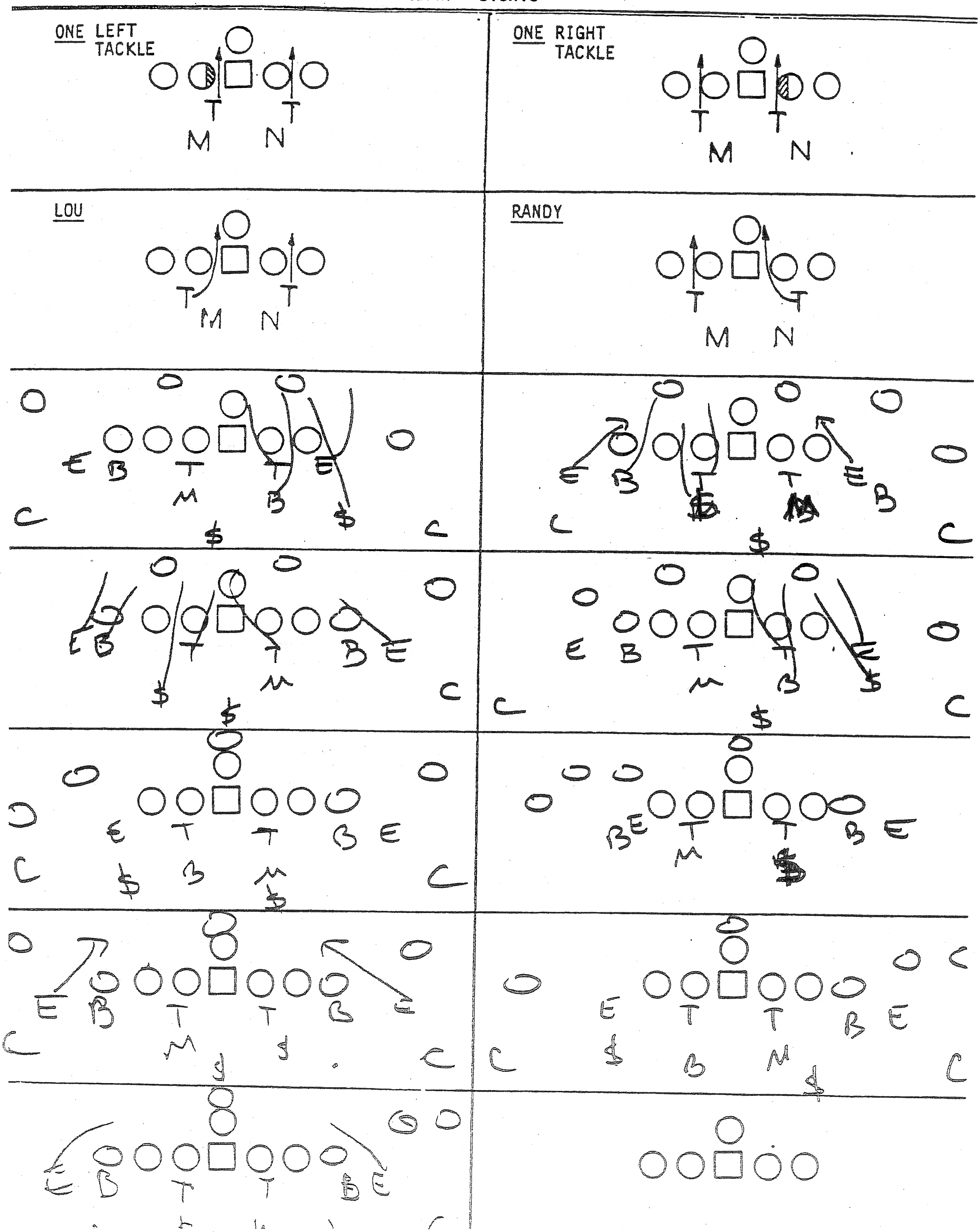
C - FRONT SIDE "A"
SE - BACKSIDE "B"
RONG TACKLE - "I" OR LOU CALL

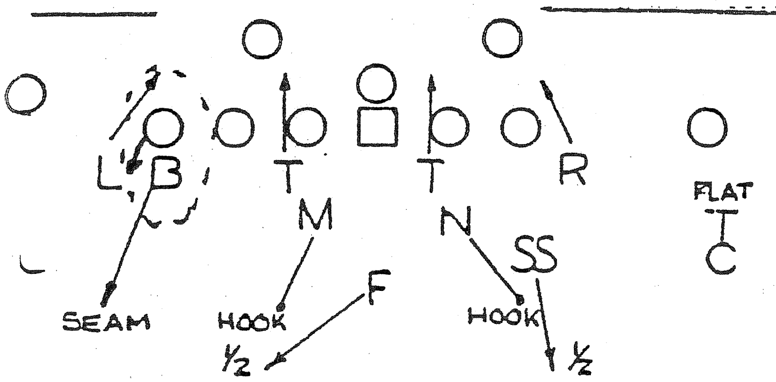
TRIPS SLOT _ FLOW STRONG

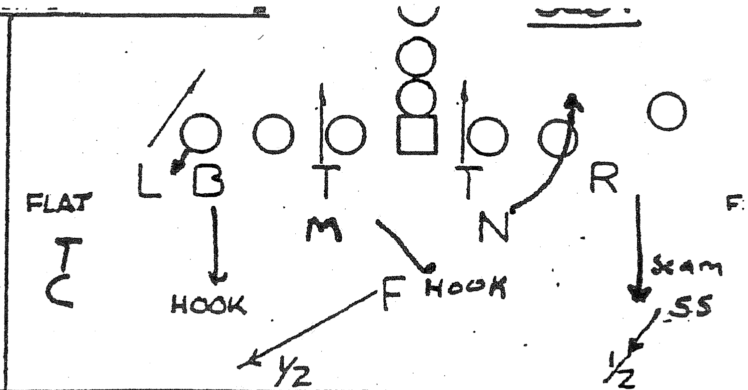


MAC - BACK SIDE "A"
NOSE - FRONT SIDE "B- C
STRONG TACKLE - "I" OR RANDY CALL

HAWK - STUNTS

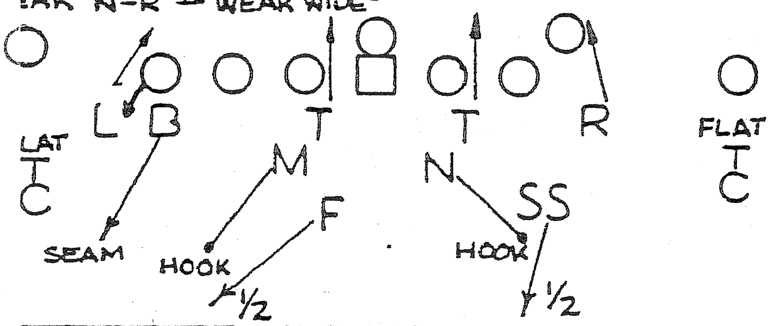






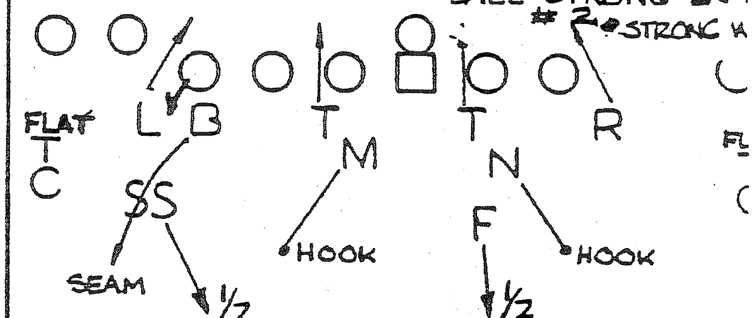
SSIBLE CHANGE CALL EAK N-R # WEAK WIDE

DOUBLE BLIZZARD



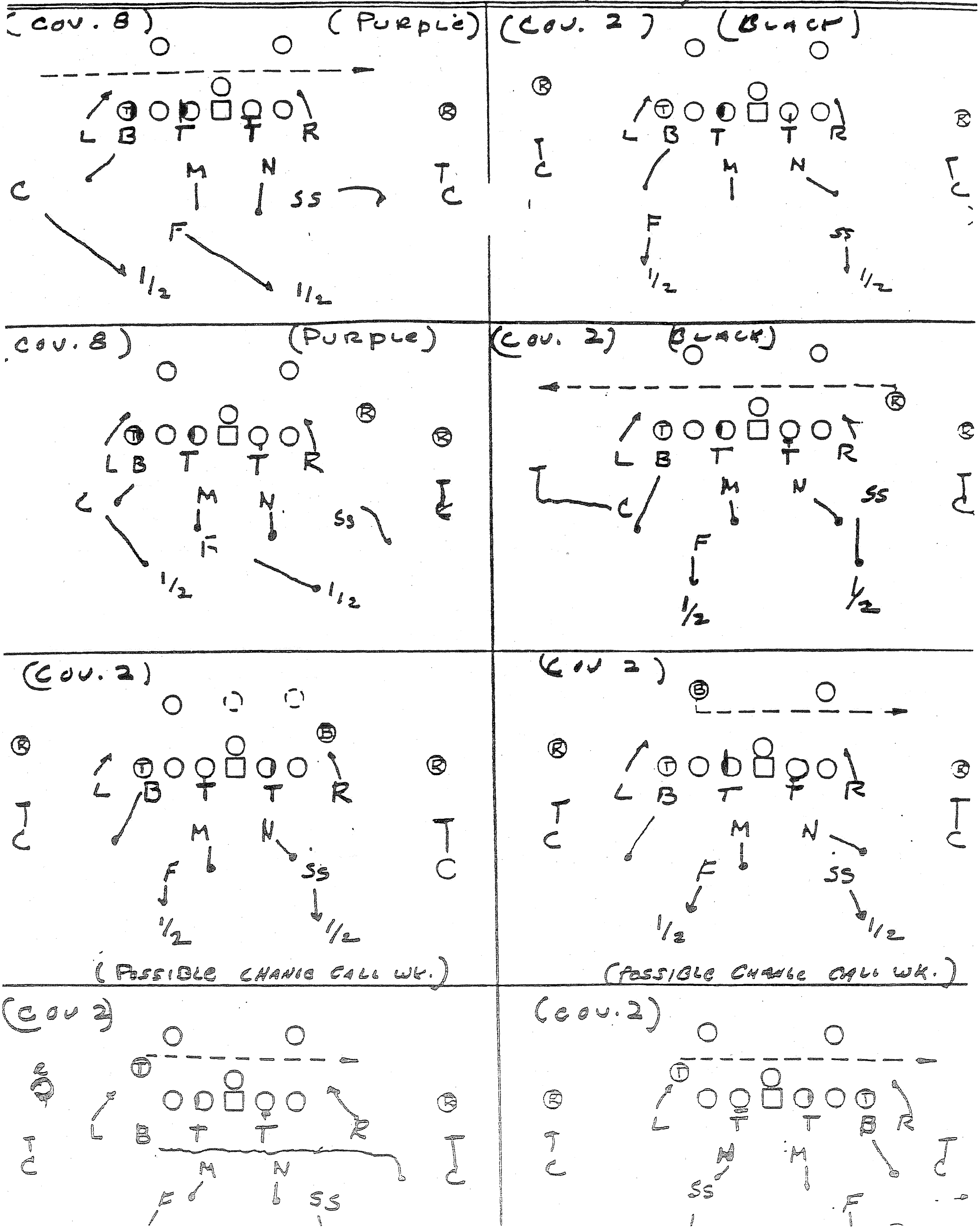
TRIPS

POSSIBLE CHANGE CALL- STRONG L+ # 2 STRONG W

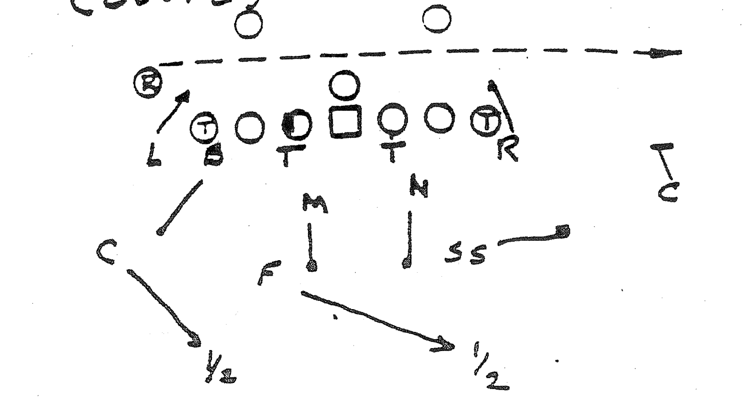


OSITION	ALIGNMENT	KEY	RESPONSIBILITY
TACKLES	"3" ALIGNMENT	BALL	GET OFF - "A" or "B" GAP ACCORDING TO CALL - WILL GET "I" OR LOU OR RANDY CALL. NO CALL RUSH "B" GAP.
NOSE KER	"0" ALIGNMENT	BALL	WEAK HOOK DEFENDER - CARRY #2 WEAK 12-15 YARDS IN SEAM.
L KER	8-7 ALIGNMENT	BALL	STRONG CURL/SEAM DEFENDER - CARRY "Y" UP FIELD ROUTES - ZONE OFF "Y" FLAT OR JET RELEASES - Possible Change Call #2 Wide or Walk out
STRONG BACKER	WIDE 9 ALIGNMENT	BALL	RUSH - ALERT FOR CHANGE CALL WITH "B" #2 WIDE TRIPS. Cleo Force -
WEAK BACKER	WIDE 9 ALIGNMENT ON TACKLE	BALL	RUSH - ALERT FOR CHANGE CALL WITH "N" #2 WEAK WIDE. Cleo Force -
MAC	4 ALIGNMENT ON TACKLE 4 YDS OFF BALL	BALL	STRONG HOOK DEFENDER - DROP STRAIGHT BACK ON SLOTS AND WHEN HOOK DEFENDER 3 UNDER SIDE. READ LIKE WEAKSIDE #1 &
+ L			Possible Change Call with #2 Strong & Weak in a Wide Alignment.
STRONG SAFETY	VARY ALIGNMENT FOR BEST COVERAGE	BALL TO RECEIVER	DEEP 1/2
FREE SAFETY	10-12 YDS DEEP BUT VARY ALIGNMENT FOR BEST COVERAGE	BALL TO RECEIVER	DEEP 1/2
NG ER	7 YDS DEEP ONE YARD OUTSIDE OR PRESS ALIGNMENT	BALL TO RECEIVER	STRONG FLAT DEFENDER. Cleo Force -
WEAK CORNER	7 YDS DEEP ONE YARD OUTSIDE OR PRESS ALIGNMENT	BALL TO RECEIVER	WEAK FLAT DEFENDER -

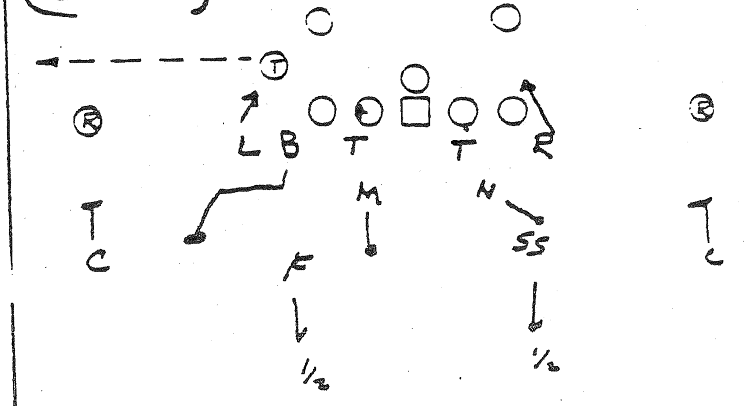
SECONDARY ADJUSTMENT FOR [redacted] HAWK- COV. 2 (BLACK) or -(COV. 8) (PURPLE)



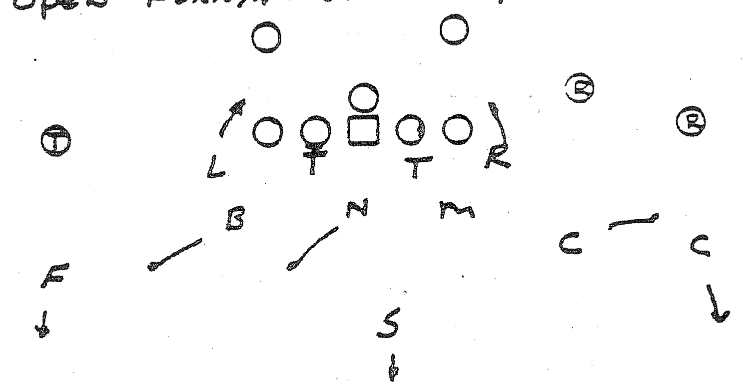
(COV. 8) PURPLE



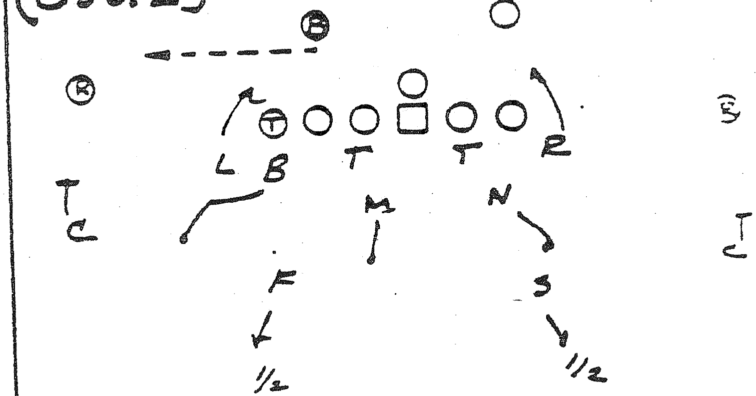
(COV. 2)



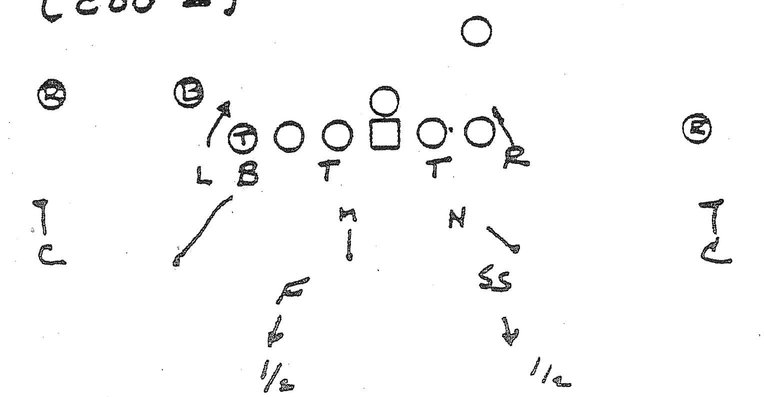
OPEN FORMATION - PLAY ZONE (ROSE)



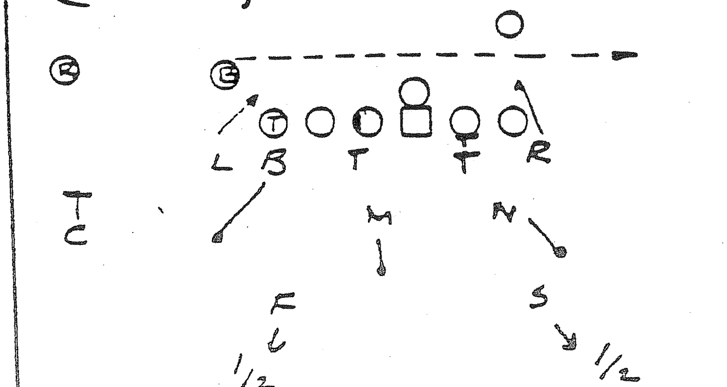
(COV. 2)



(COV 2)

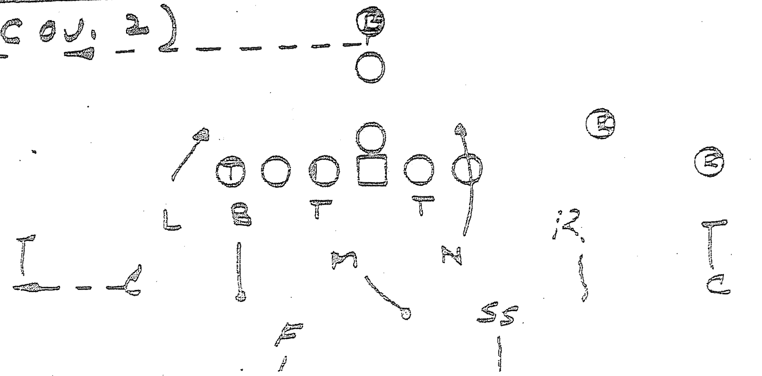


(COV. 2)

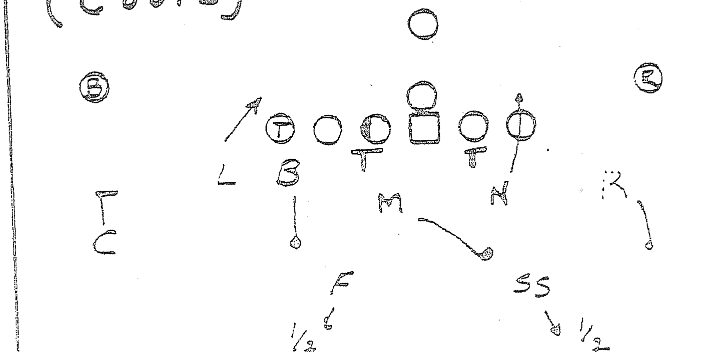


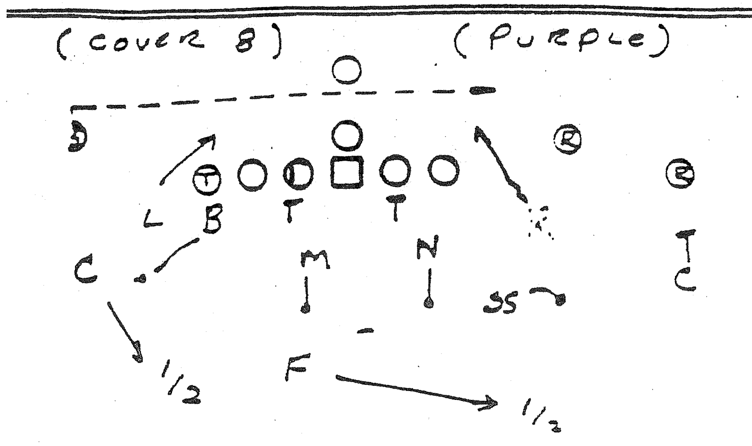
(POSSIBLE CHANGE CALL)

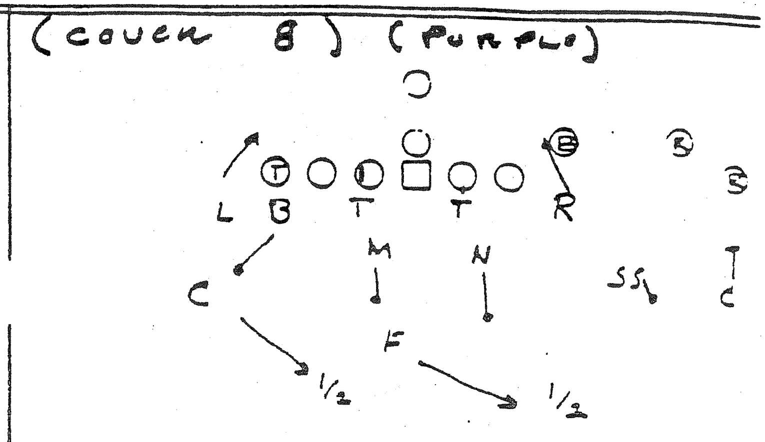
(COV. 2)

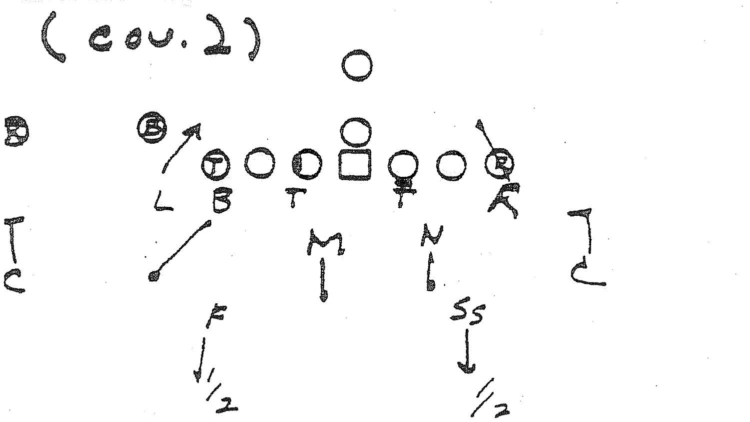


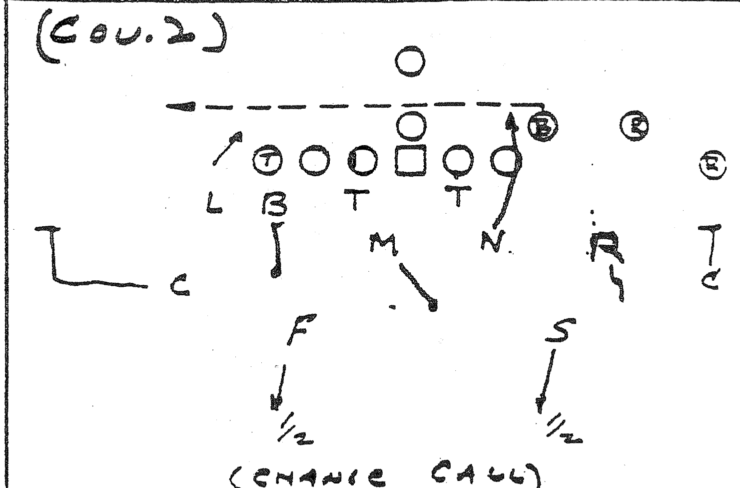
(COV. 2)

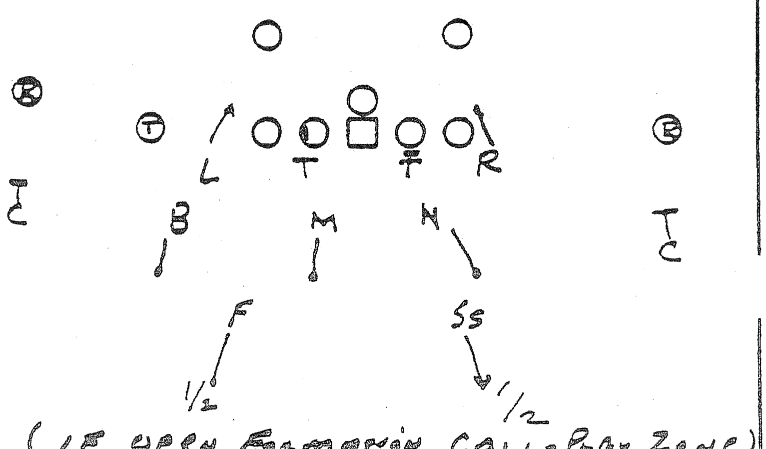


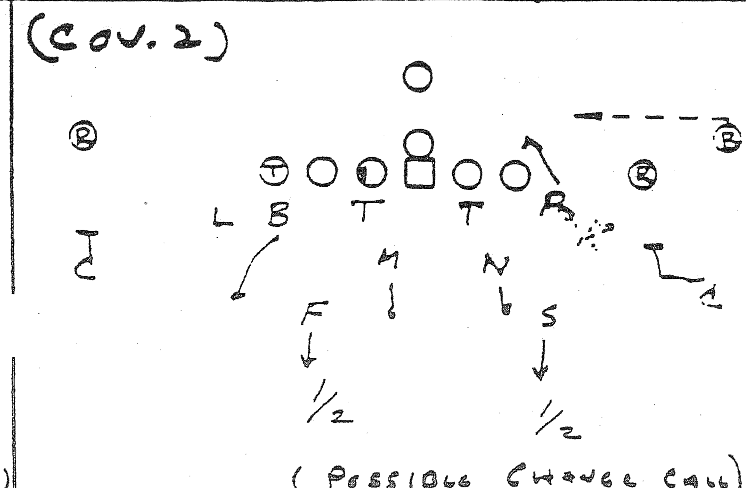

(COVER 8) (PURPLE)
1/2
1/2

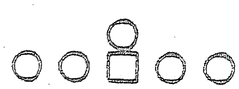

(COVER 8) (PURPLE)
1/2
1/2

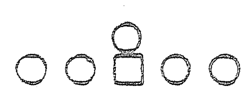

(COV. 2)
1/2
1/2


(COV. 2)
1/2
1/2
(CHANGE CALL)

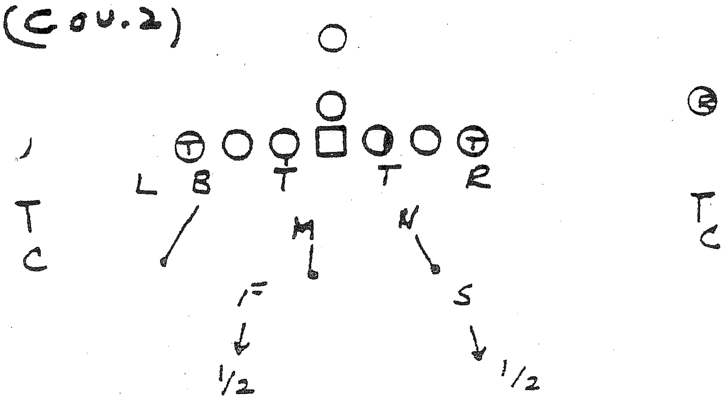

1/2
1/2
(IF OPEN FORMATION CALL - PLAY ZONE)


(COV. 2)
1/2
1/2
(POSSIBLE CHANGE CALL)

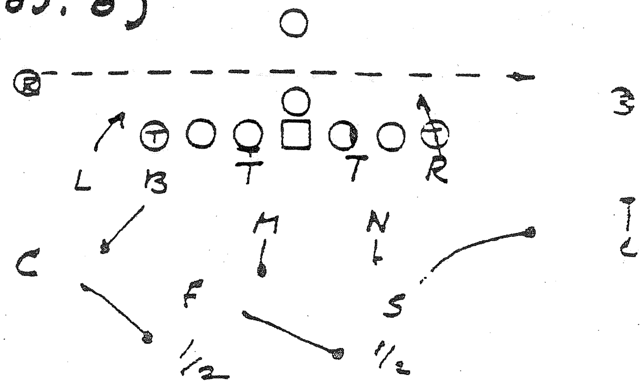




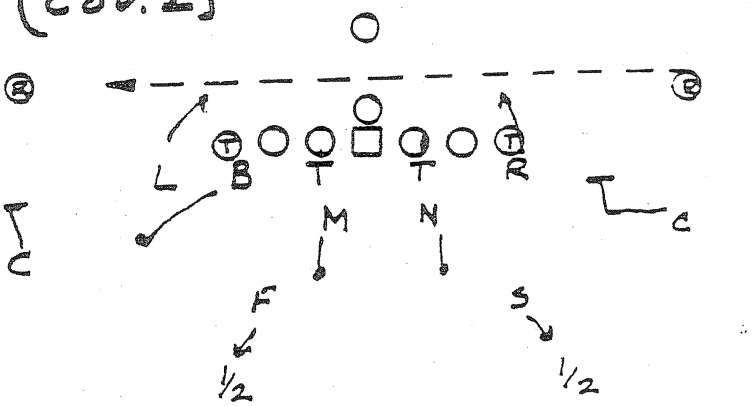
(COV. 2)



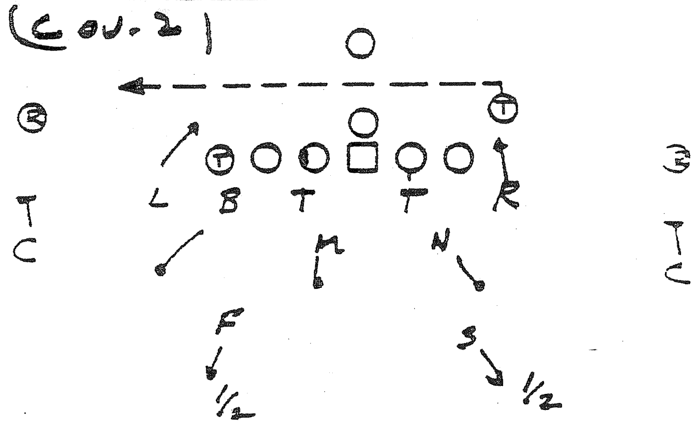
(COV. 8)



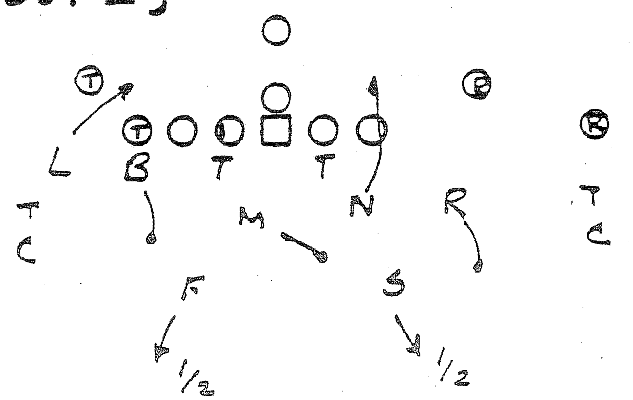
(COV. 2)



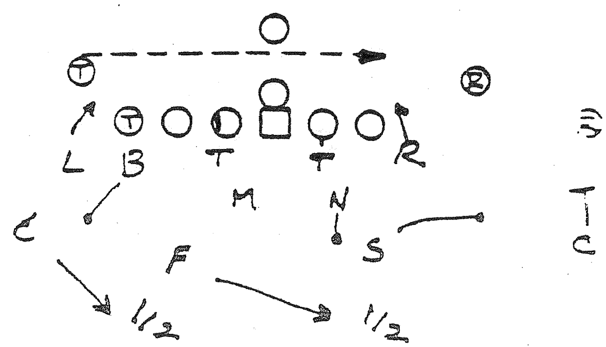
(COV. 2)



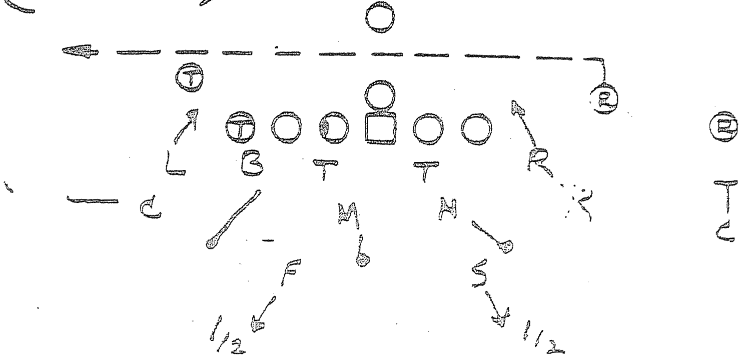
(COV. 2)



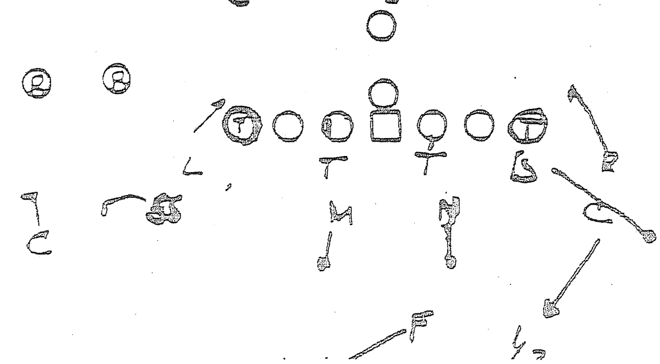
(COVER 8) (PURPLE)



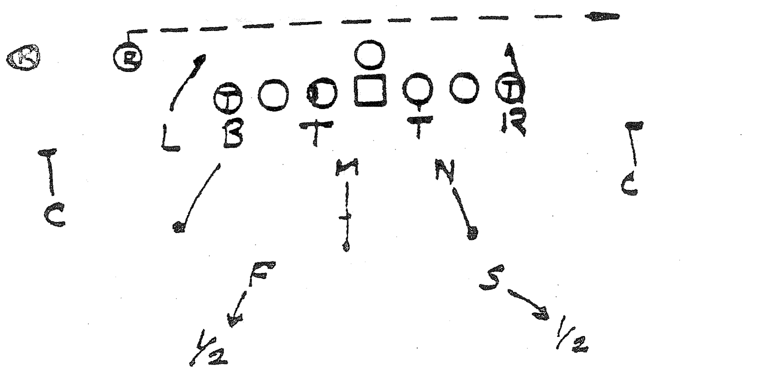
(COV. 2)

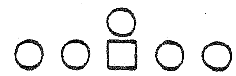


(PURPLE) (COV. 8)

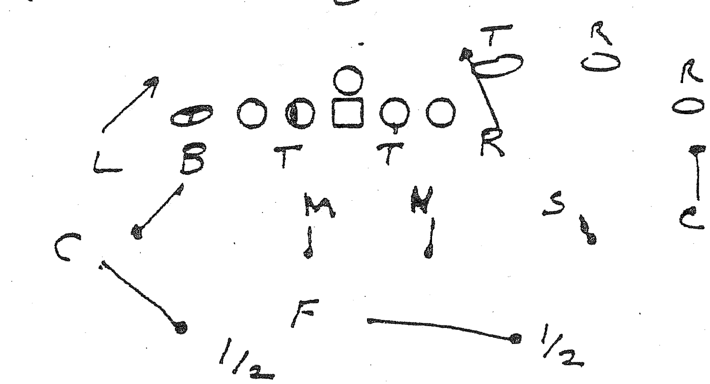


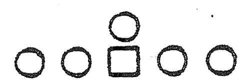
([illegible] BLACK CALL) (COV. 2)



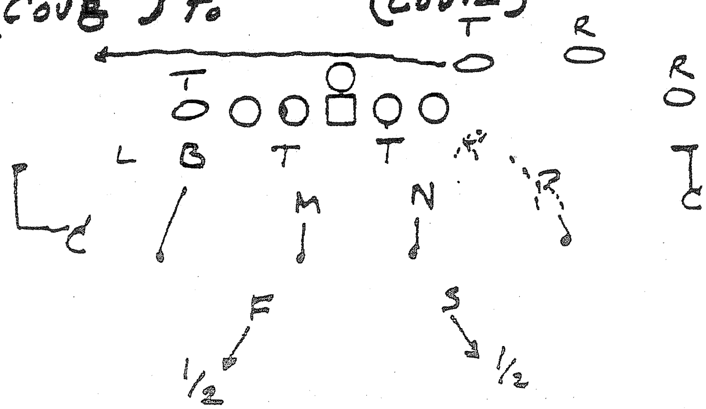


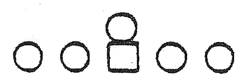
(COVER 8) (PURPLE)



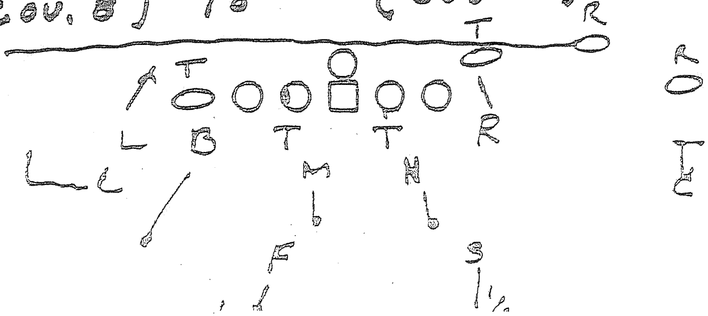


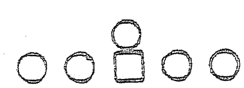
(PURPLE TO BLACK CALL)
(COV 8) TO (COV. 2)



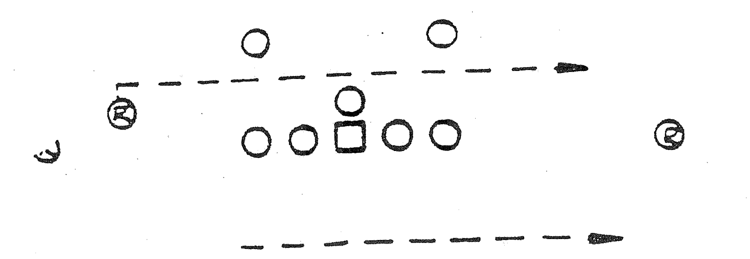


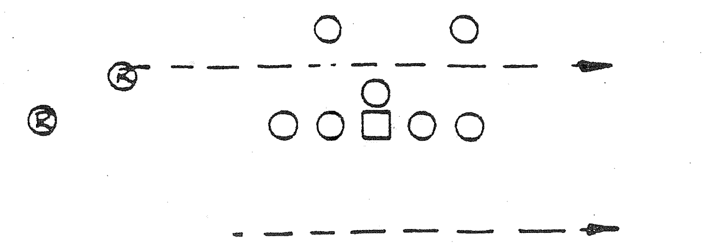
(PURPLE TO BLACK CALL)
(COV. 8) TO (COV. 2)



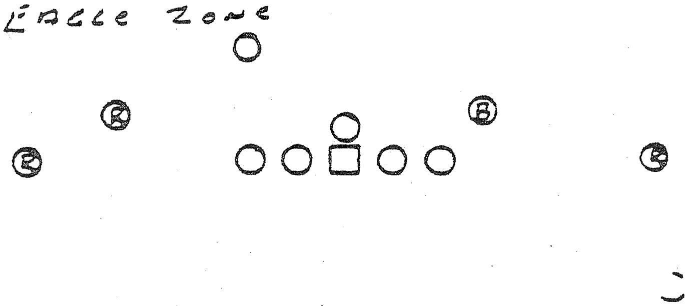


OPEN FORMATIONS - GO TO HAWK ZONE)

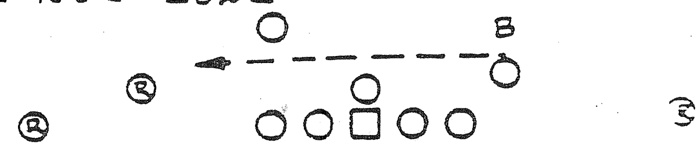




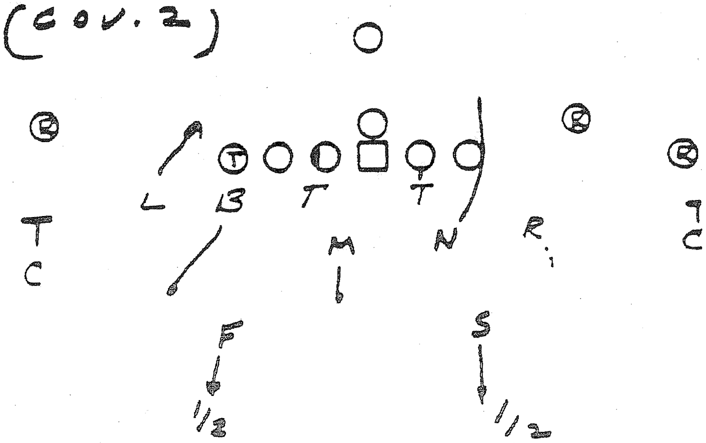
EAGLE ZONE



EAGLE ZONE

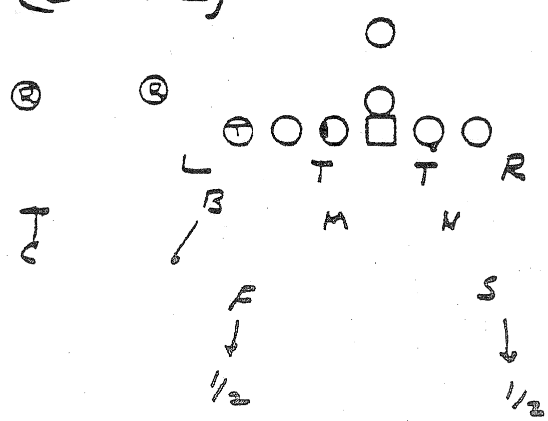


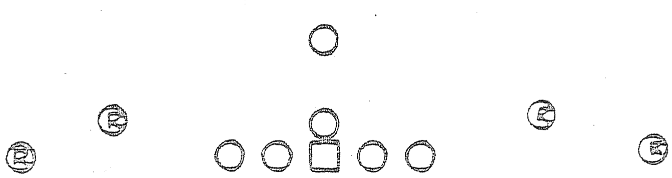
(COV. 2)

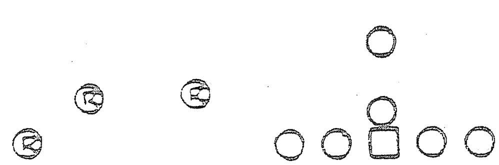


(CHANGE CALL)

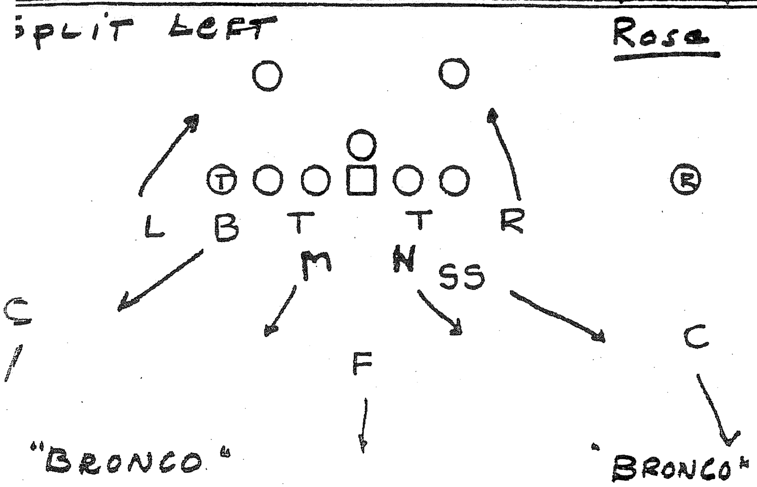
(COV. 2)

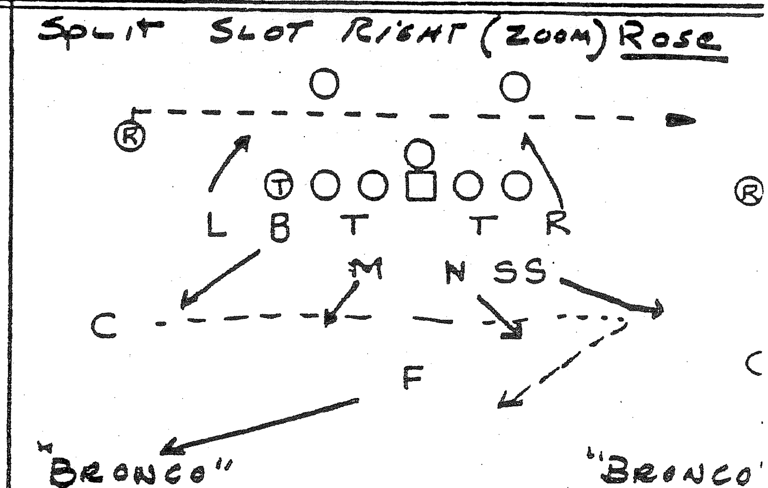


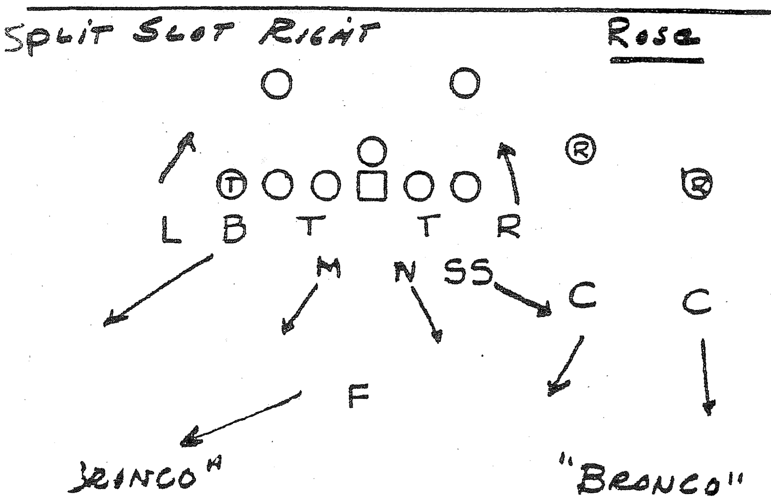


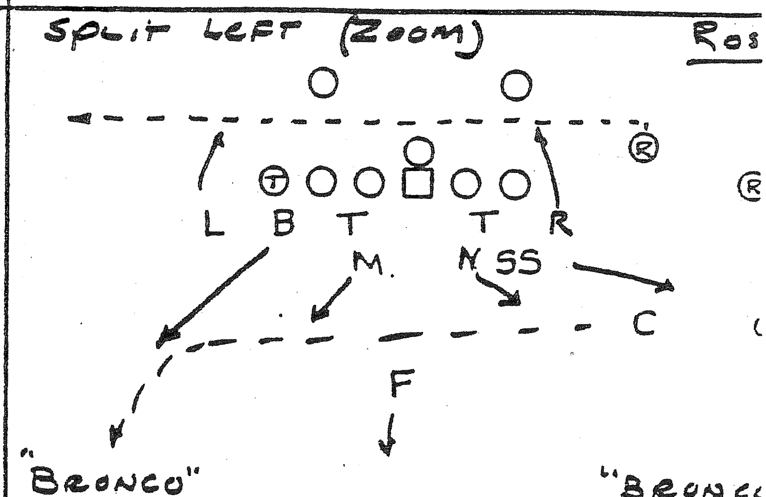


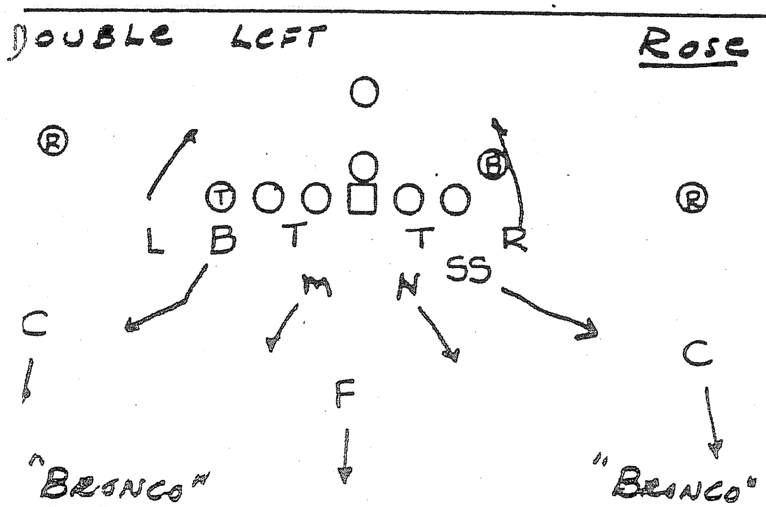
HAWK - ZONE

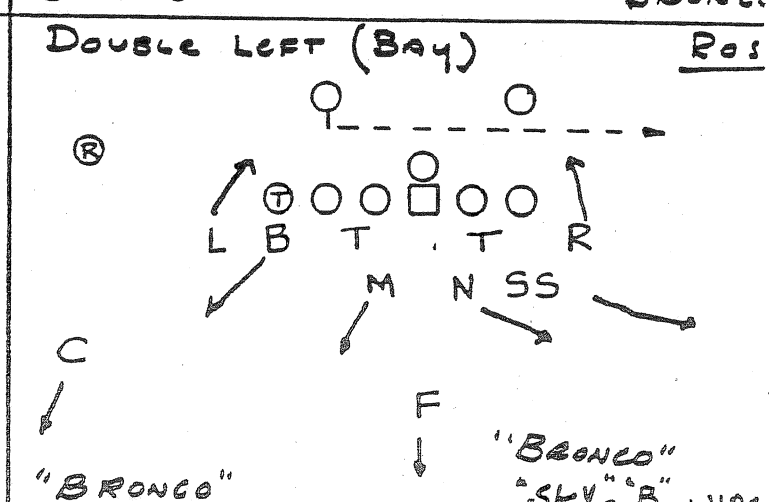

Split Left
Rose
L B T T R
M N SS
C C
F
"Bronco"
"Bronco"

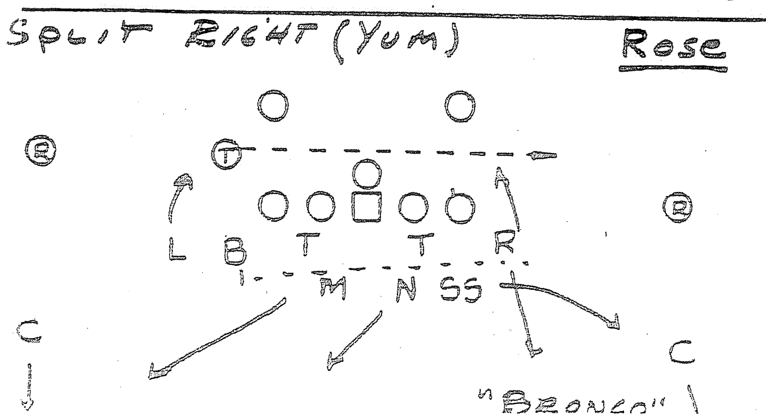

Split Slot Right (Zoom) Rose
L B T T R
M N SS
C C
F
"Bronco"
"Bronco"

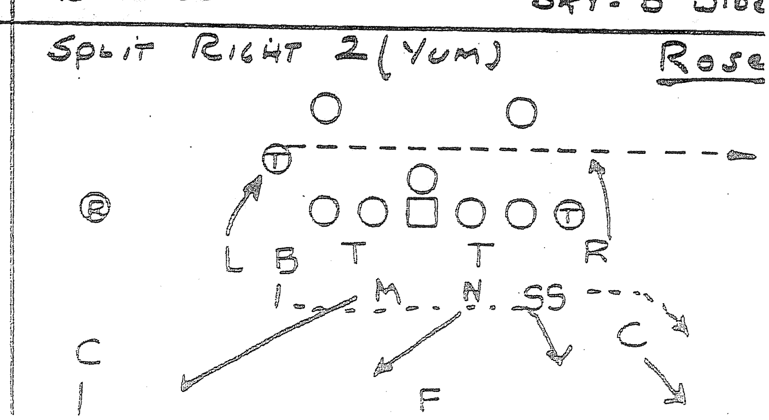

Split Slot Right
Rose
L B T T R
M N SS
C C
F
"Bronco"
"Bronco"


Split Left (Zoom)
Rose
L B T T R
M N SS
C
F
"Bronco"
"Bronco"


Double Left
Rose
L B T T R
M N SS
C C
F
"Bronco"
"Bronco"

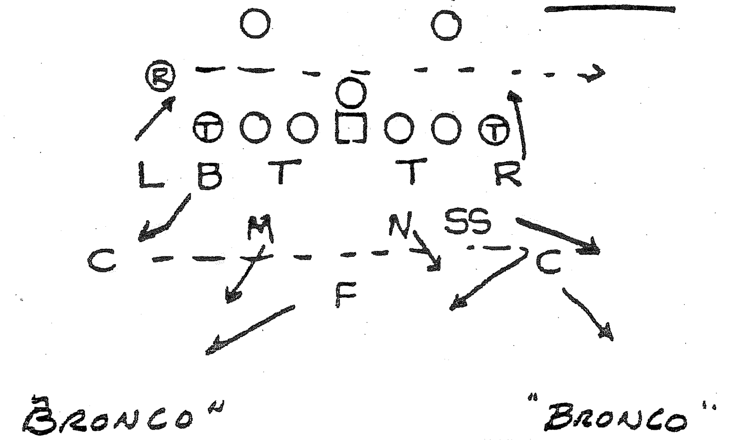

Double Left (Bay)
Rose
L B T T R
M N SS
C
F
"Bronco"
"Bronco"
"Sky" "B" wide


Split Right (Yum)
Rose
L B T T R
M N SS
C C
"Bronco"

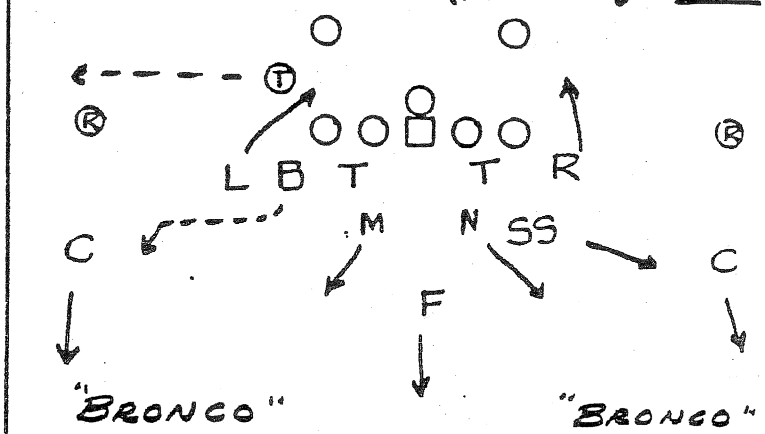

Split Right 2 (Yum)
Rose
L B T T R
M N SS
C C
F

HAWK-ZONE

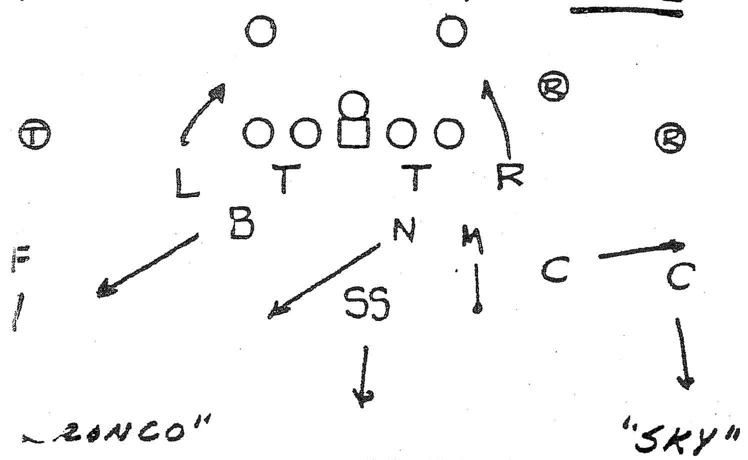
SPLIT RIGHT NEAR 2 (ZOOM) ROSE



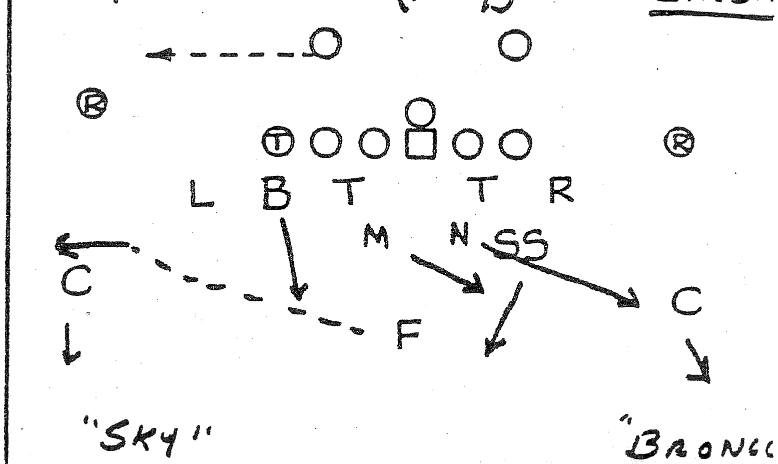
SPLIT LEFT FLEX (YA MOTION) ROSE



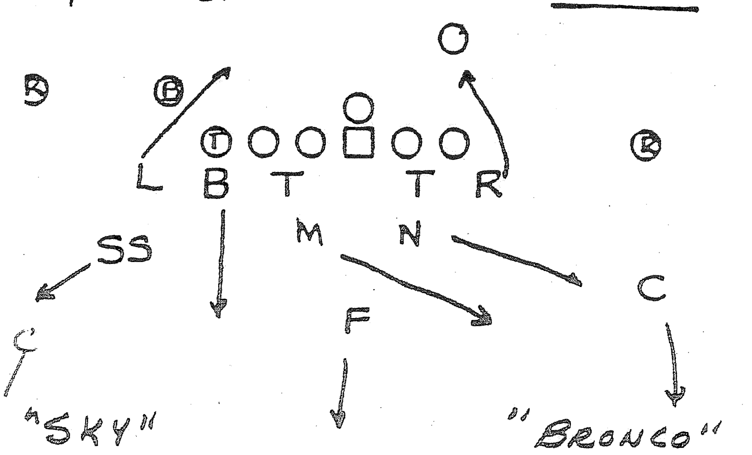
SPLIT SLOT RIGHT OPEN ROSE



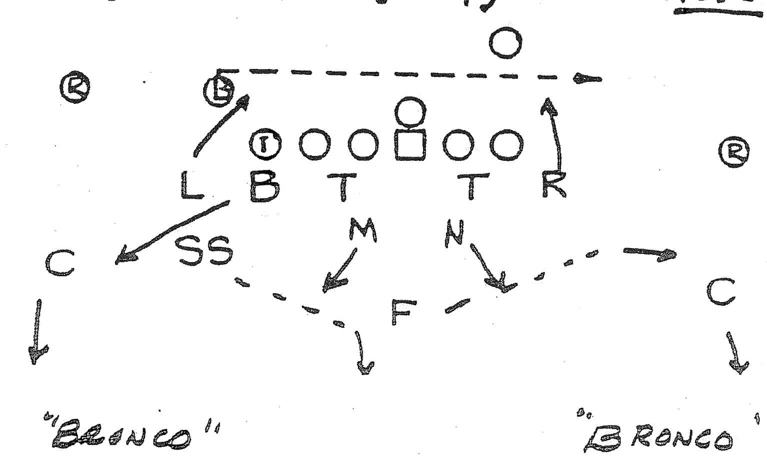
TRIPS LEFT (FLY) LINDA



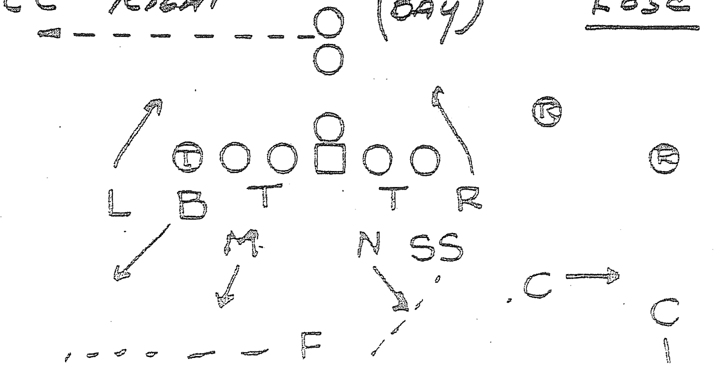
RIPS LEFT LINDA



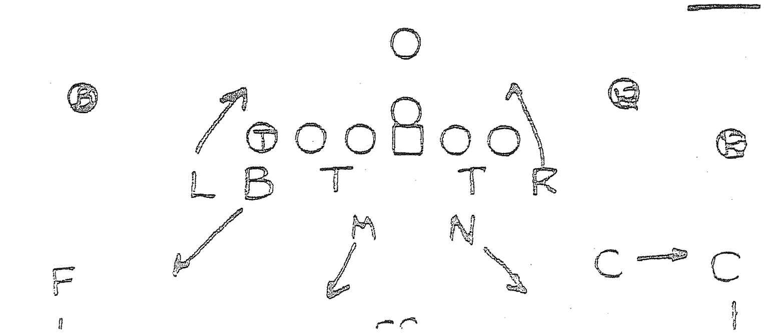
DOUBLE LEFT (BAY) "W" ROSE



CE RIGHT (BAY) ROSE

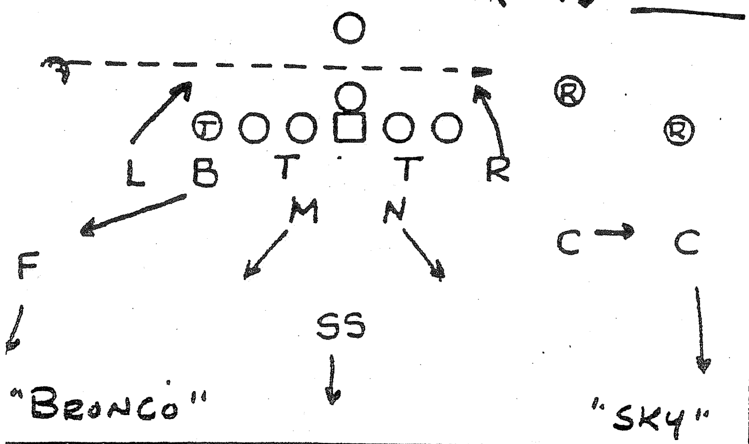


ACE RIGHT ROS

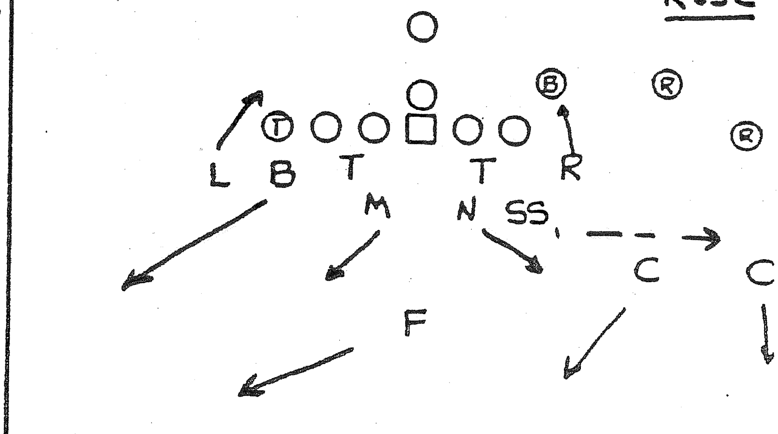


HAWK- ZONE

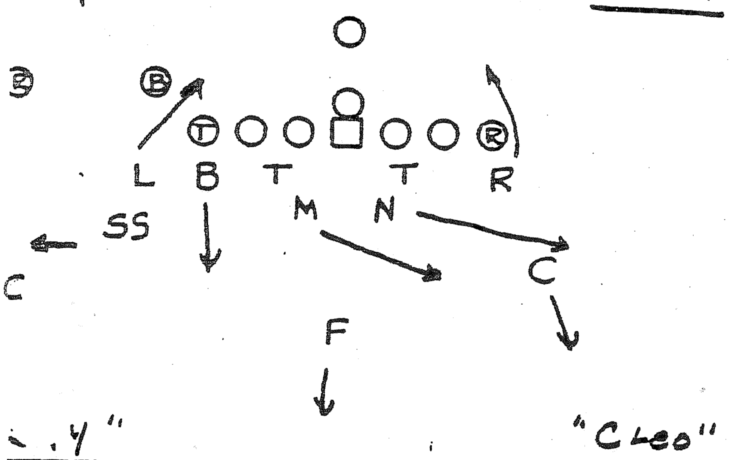
TRIPS SLOT RIGHT (FLY) **Rose**



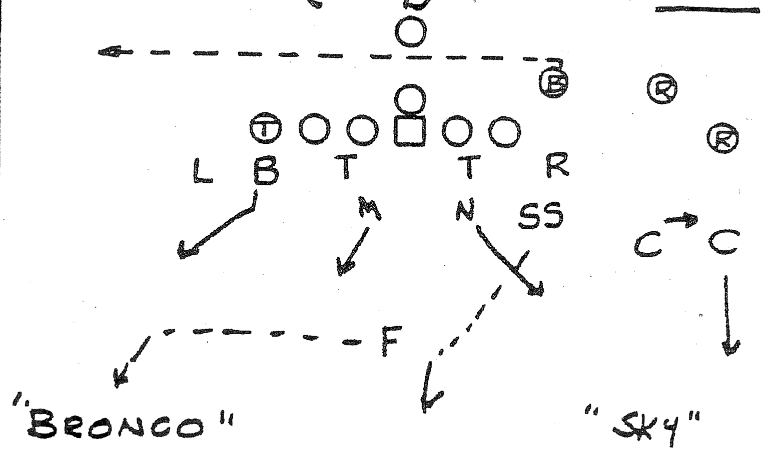
TRIPS SLOT RIGHT **Rose**



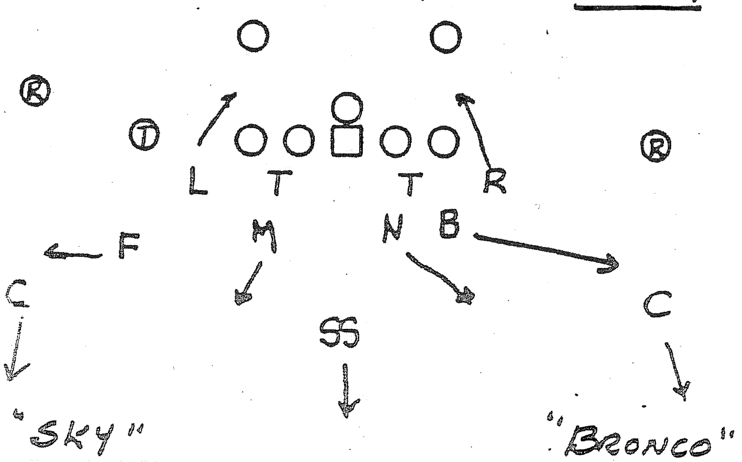
TRIPS LEFT NEAR **LINDA**



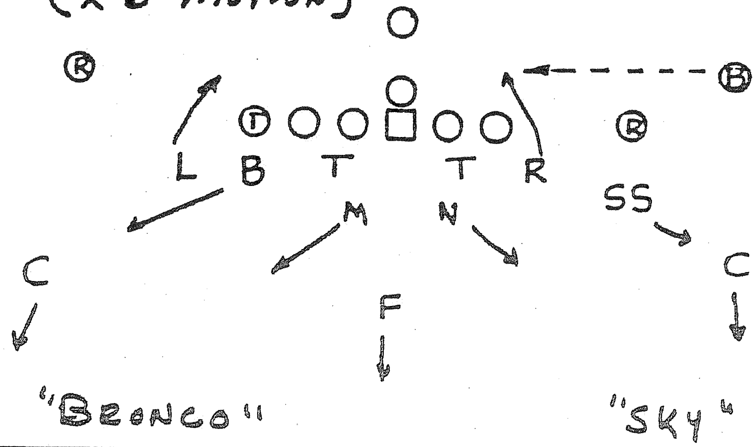
ACE RIGHT (BAY) **Rose**



SPLIT LEFT FLEX **LINDA**

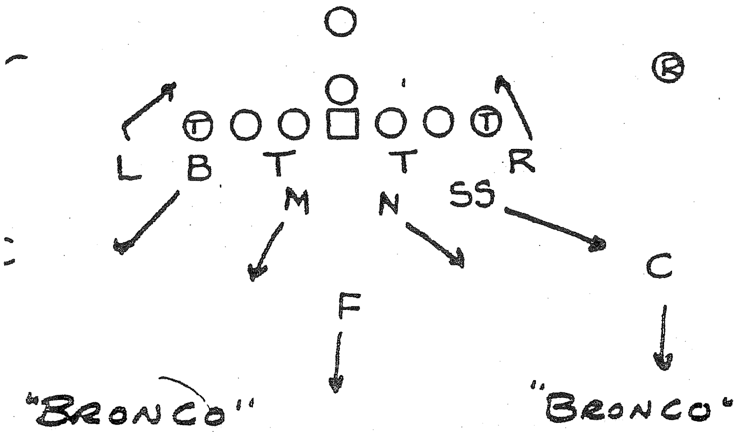


DOUBLE LEFT OUT (X 6 MOTION) **Rose**

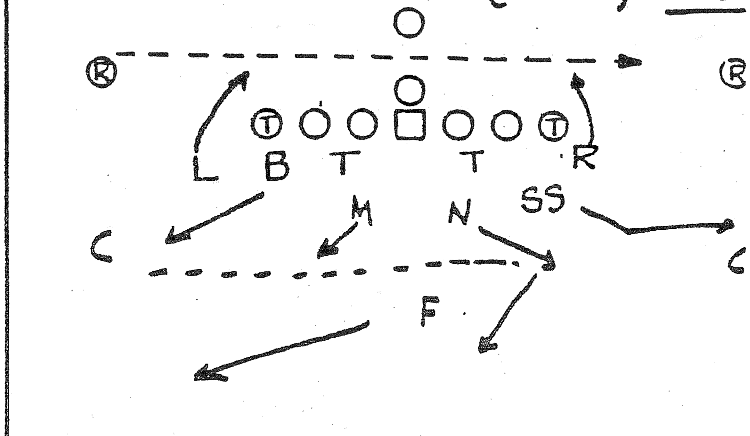


HAWK-ZONE

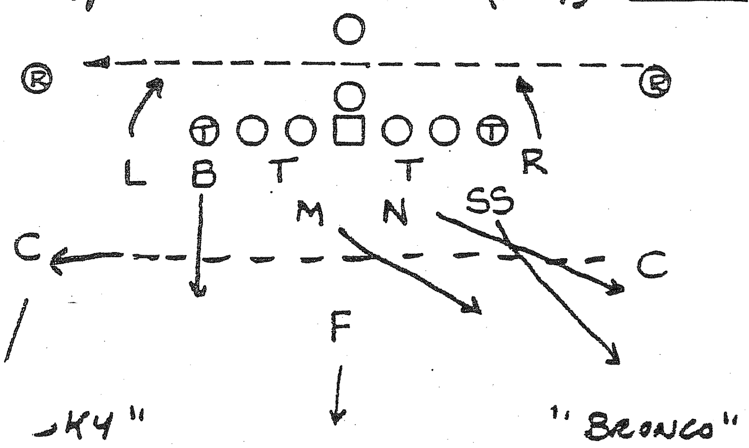
BLIZZARD LEFT — ROSE



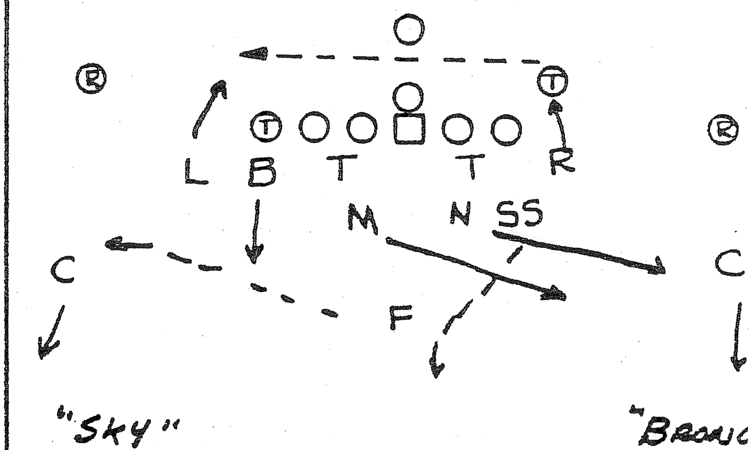
TRIPS RIGHT NEAR 2 (ZOOM) — ROSE



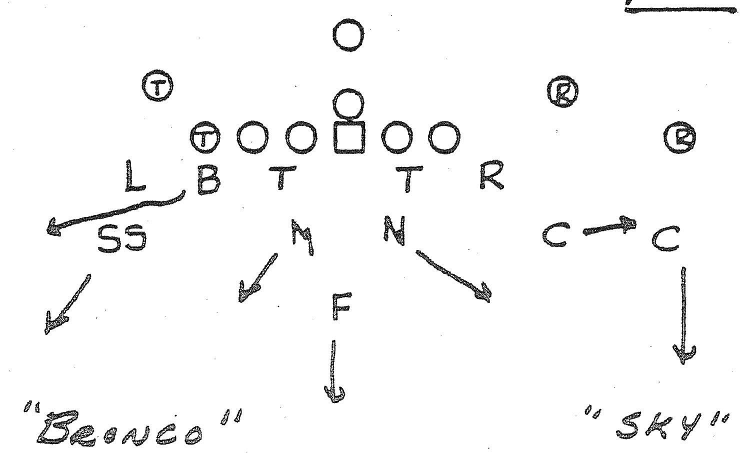
TRIPS LEFT NEAR 2 (BAY) — LINDA



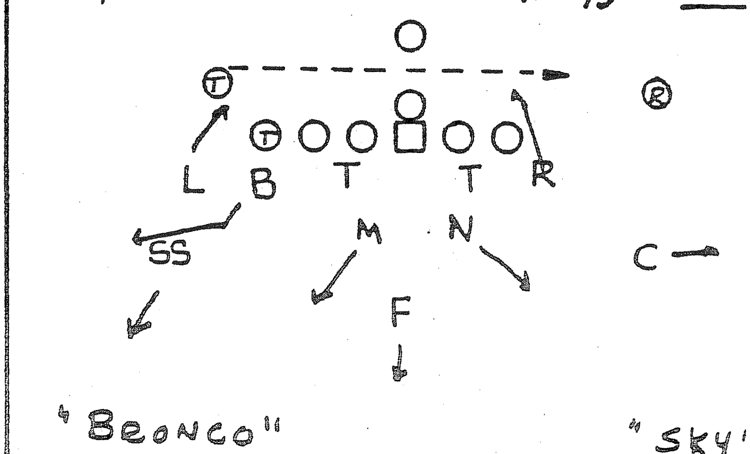
TRIPS LEFT CLOSE 2 (FLY) — LINDA



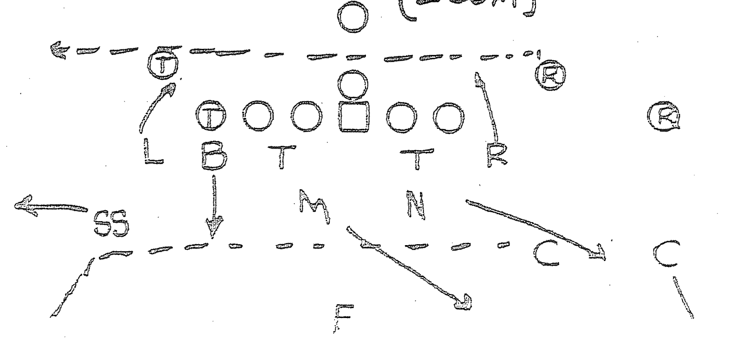
ACE RIGHT CLOSE 2 — ROSE



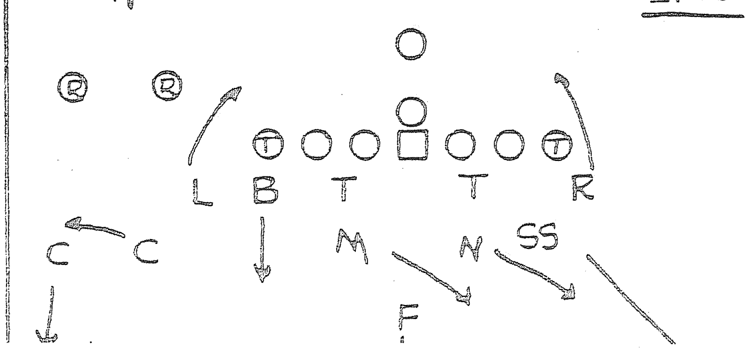
TRIPS SLOT RIGHT 2 (FLY) — ROSE



TRIPS LEFT CLOSE 2 (ZOOM) — LINDA

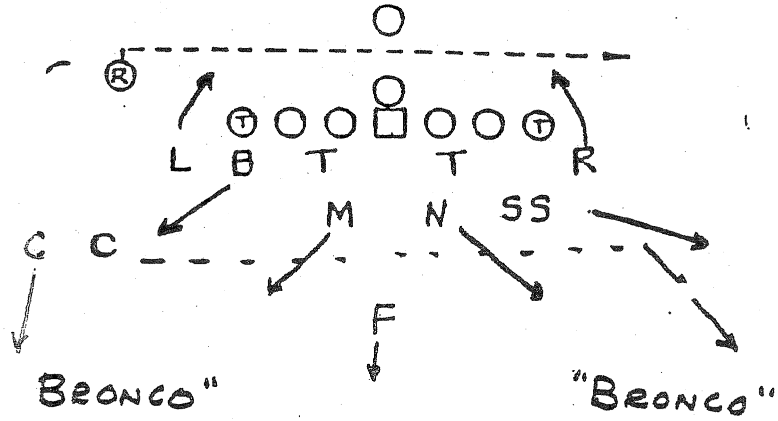


TRIPS LEFT NEAR 2 — LINDA

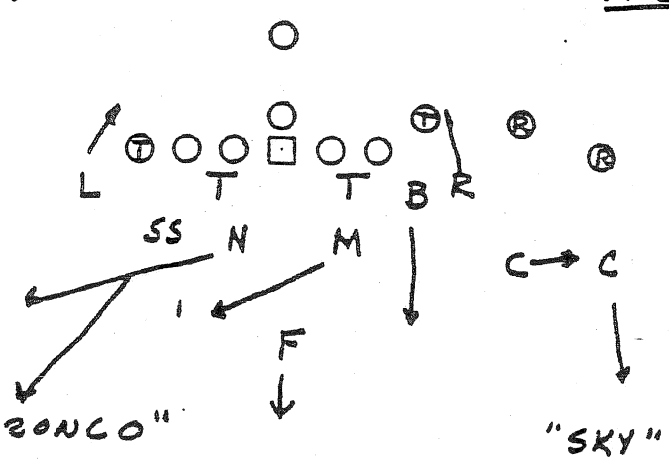


HAWK-ZONE

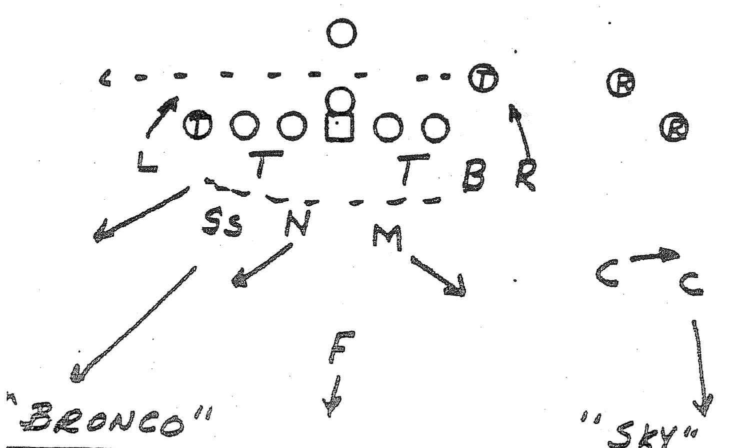
BLIZZARD LEFT BAY — **Rose**



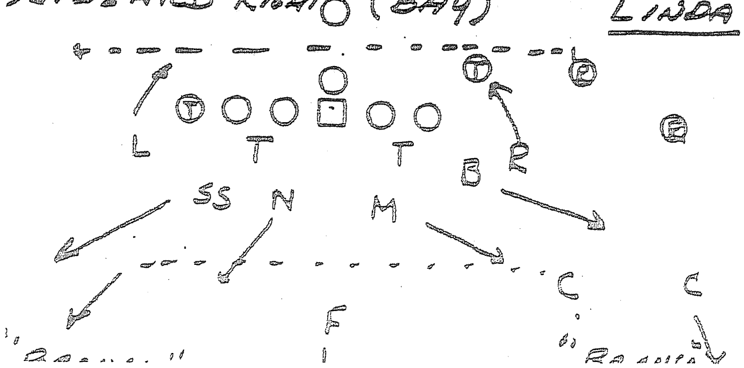
TRIPS RIGHT NEAR 2 YOFF — **Rose**



ACE RIGHT 2 BAY — **Rose**

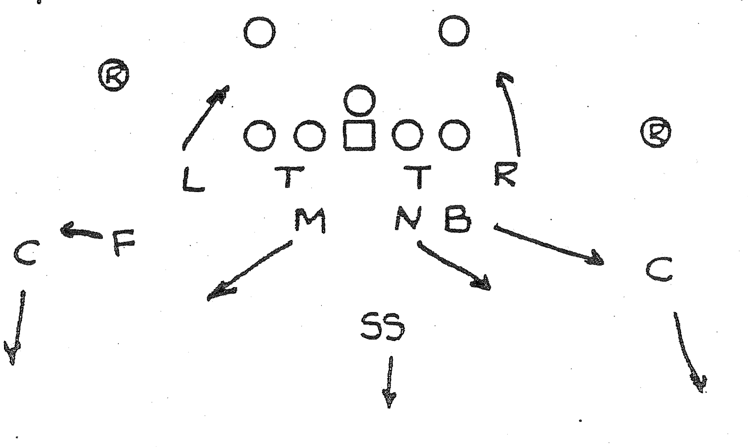


BLIZZARD RIGHT (BAY) — **LINDA**

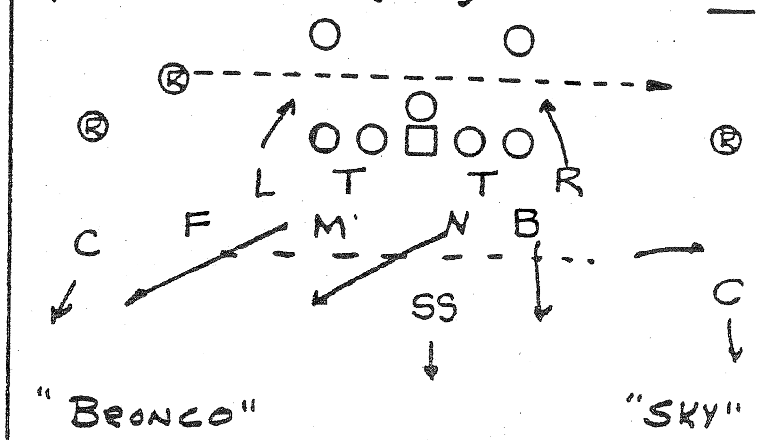


HAWK - ZONE

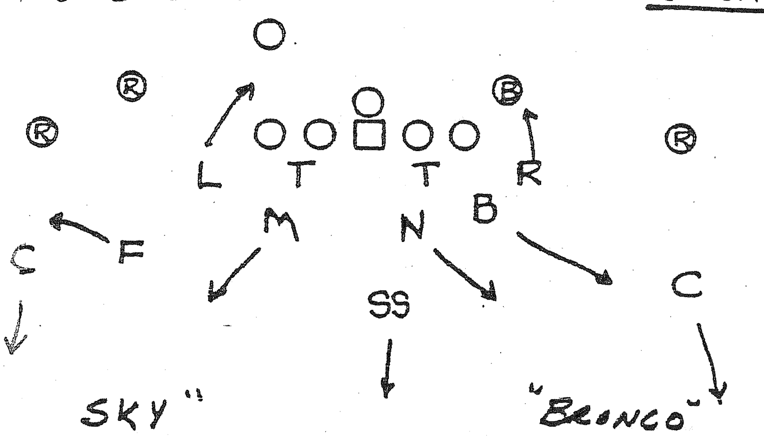
SPLIT LEFT PRO — LINDA



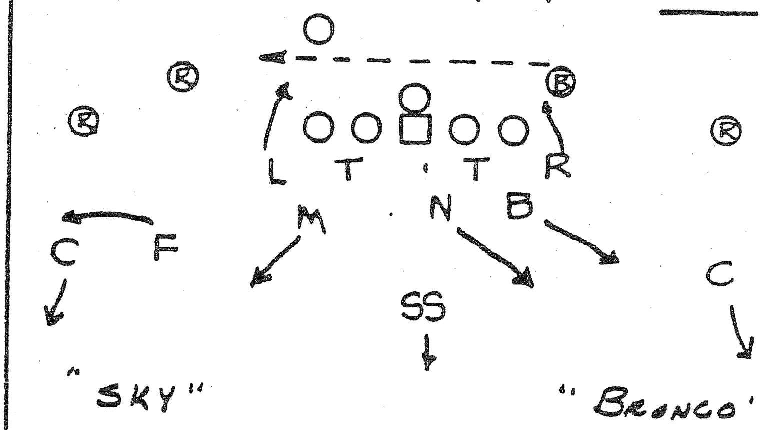
SPLIT RIGHT PRO (ZOOM) — RO



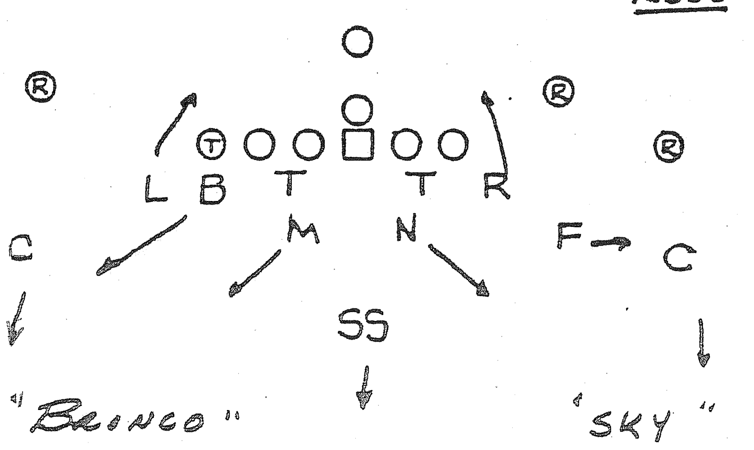
DOUBLE LEFT PRO — LINDA



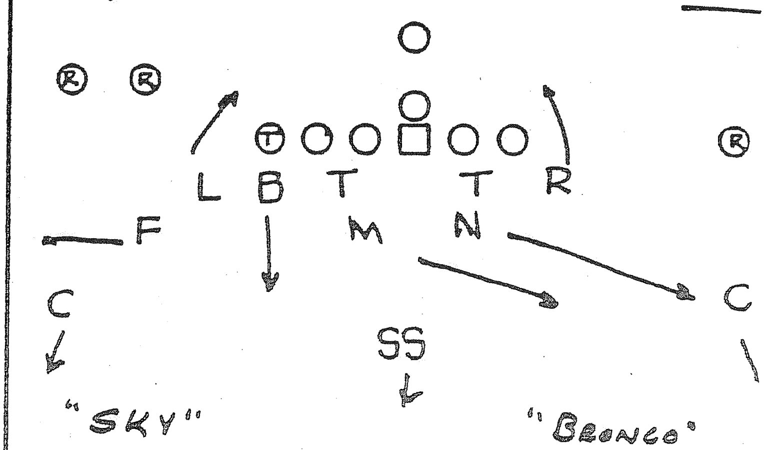
TRIPS LEFT PRO (FLY) — LIND



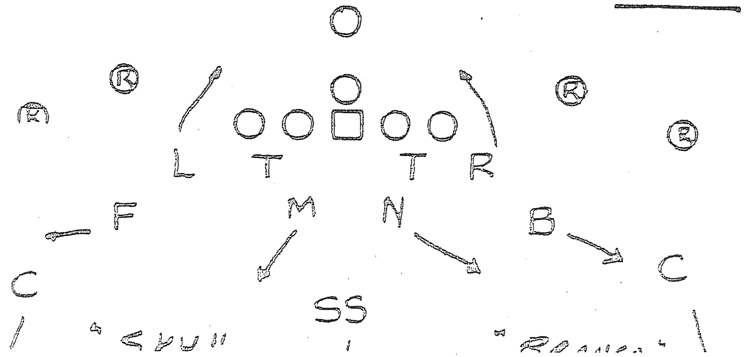
ACE RIGHT PRO — ROSE



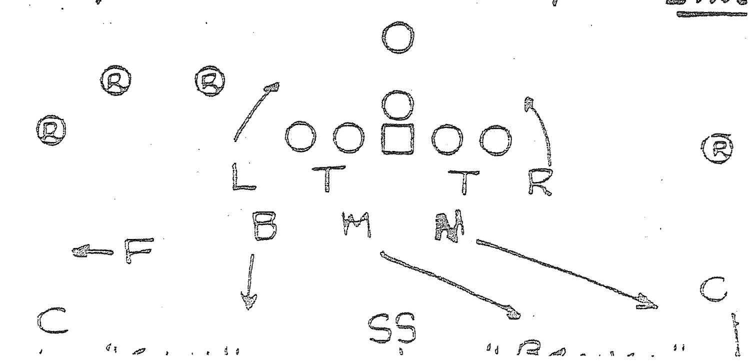
TRIPS LEFT PRO — LIN



PRO 4 LEFT — LINDA

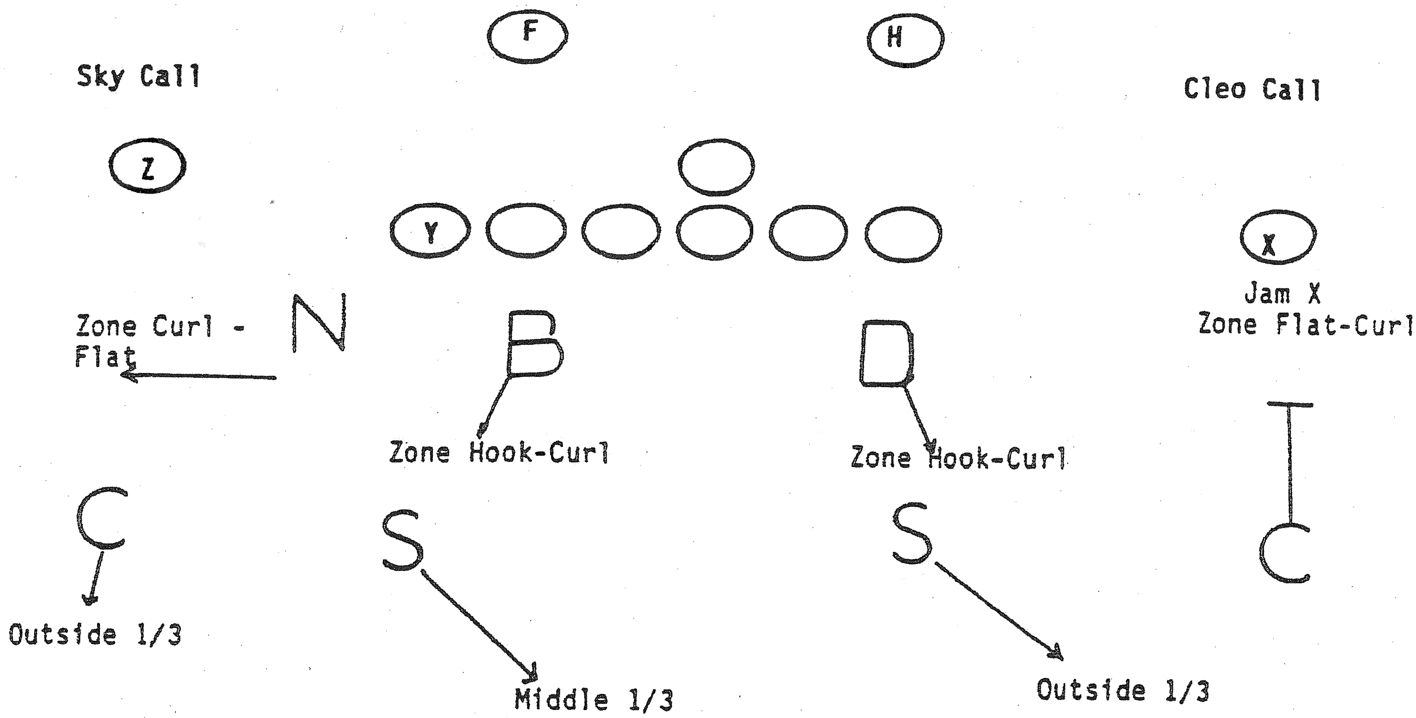


TRIPS SLOT LEFT PRO 4 — LIN

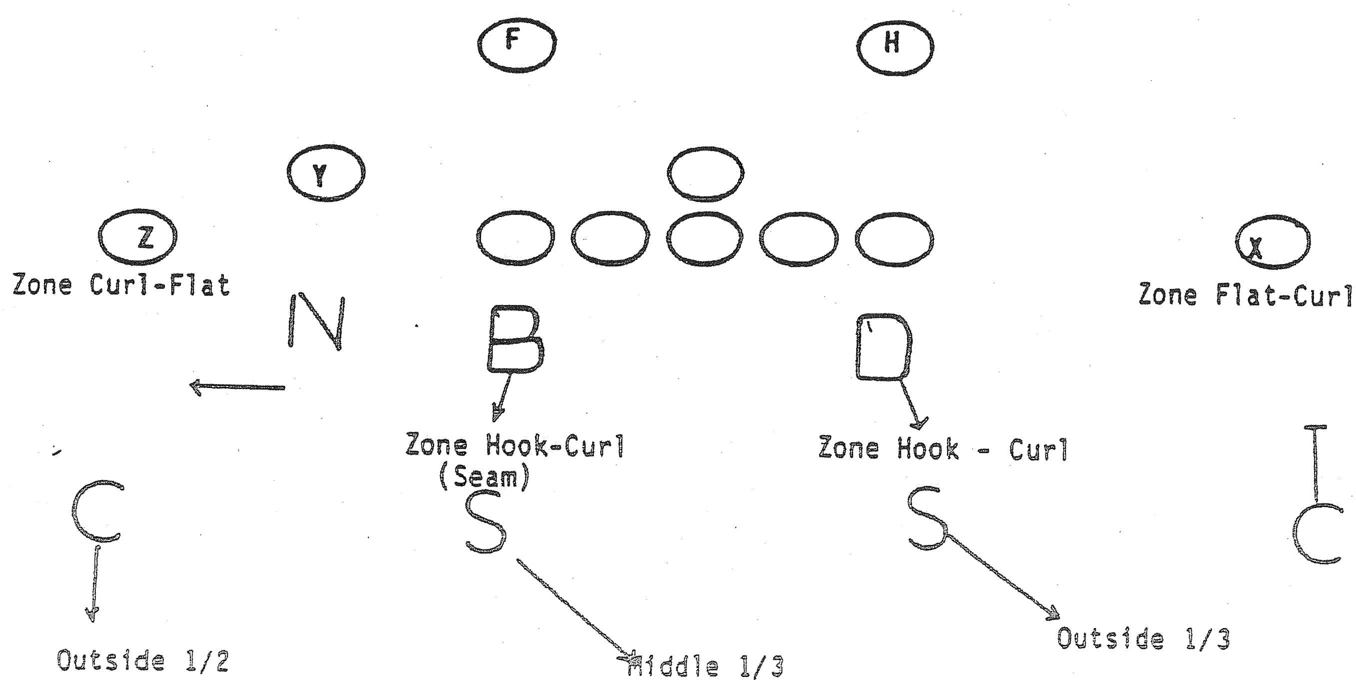


NICKEL COVER 46

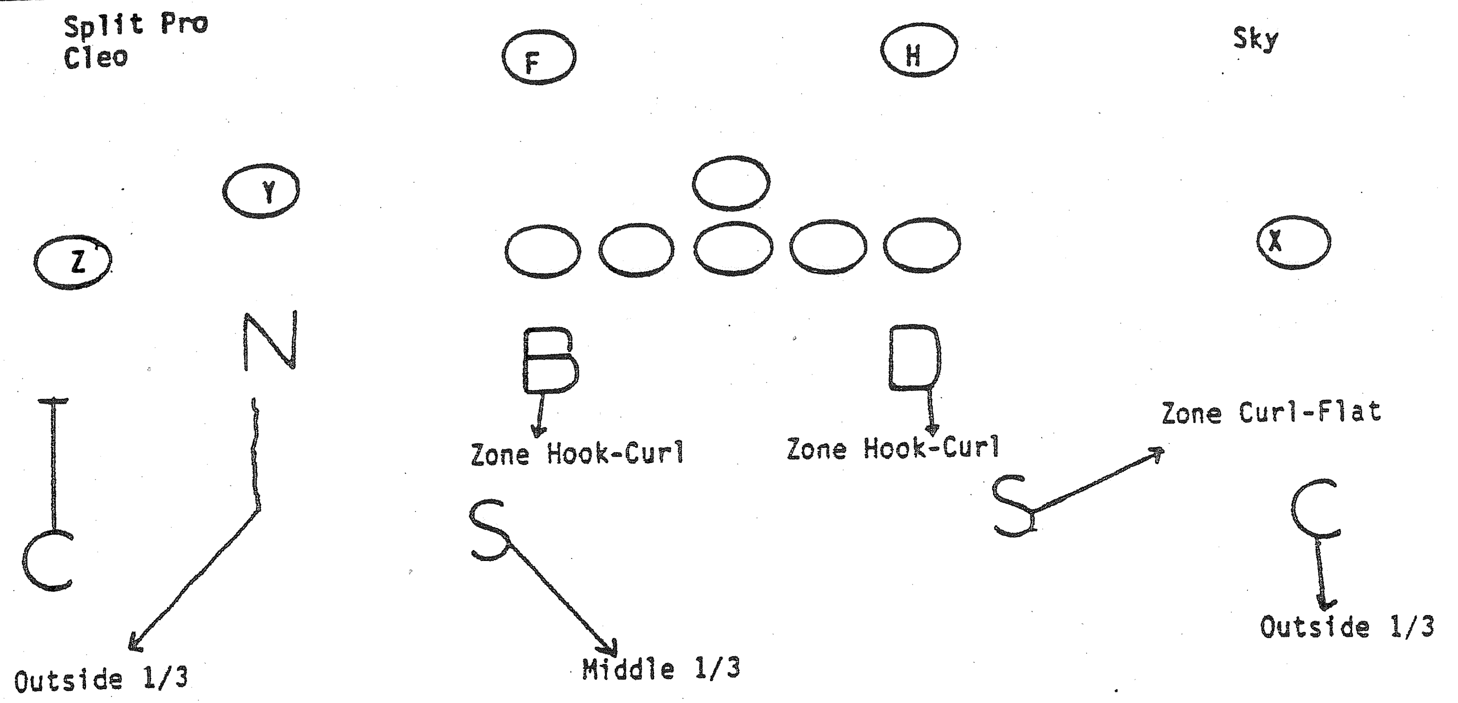
Regular

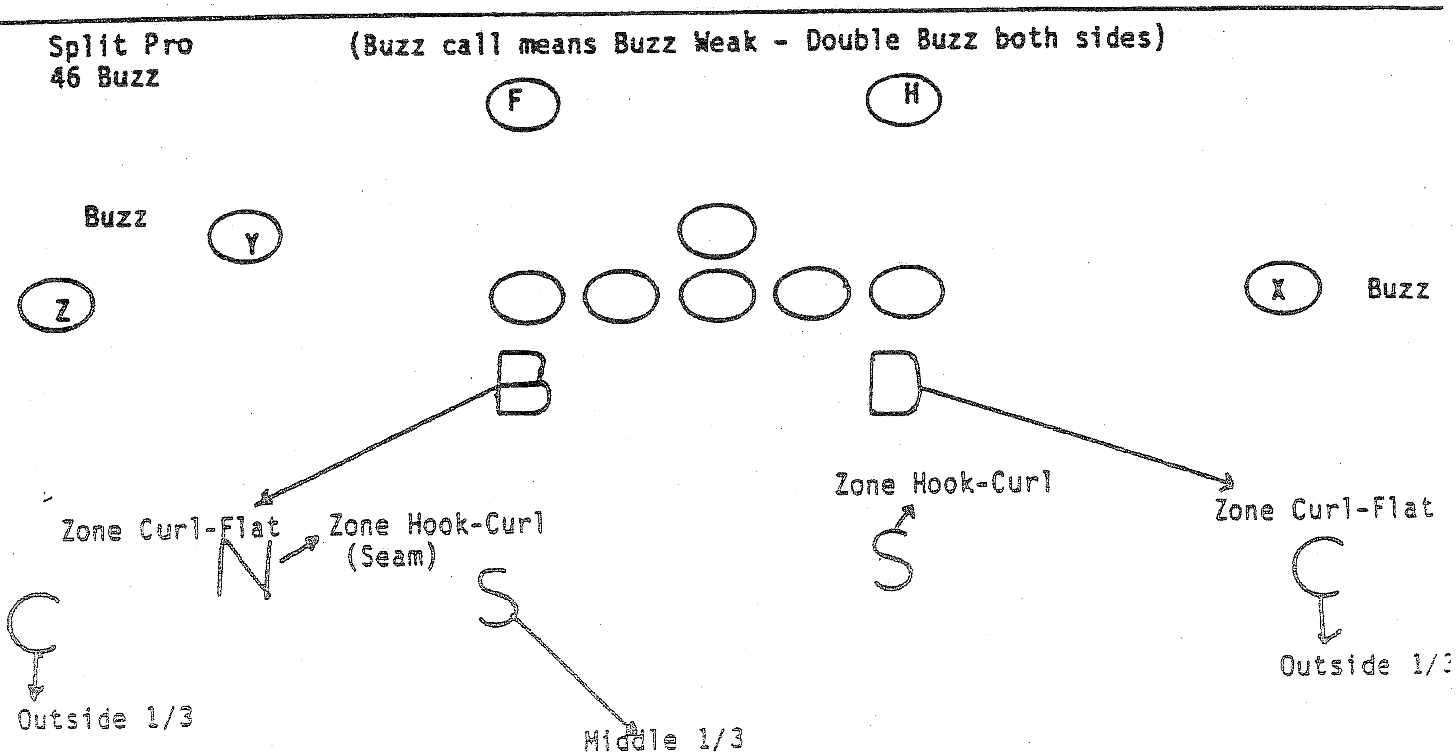


Split Pro



NICKEL COVER 46

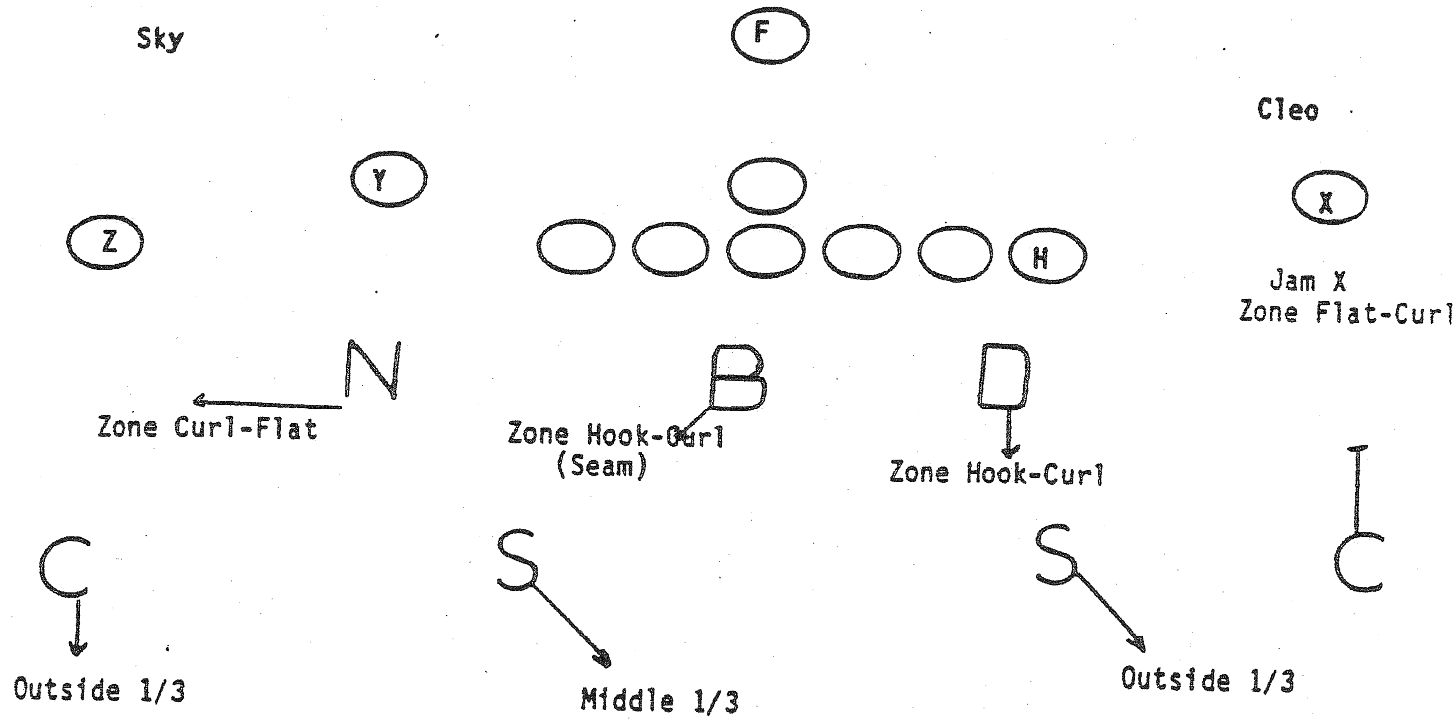




NICKEL COVER 46

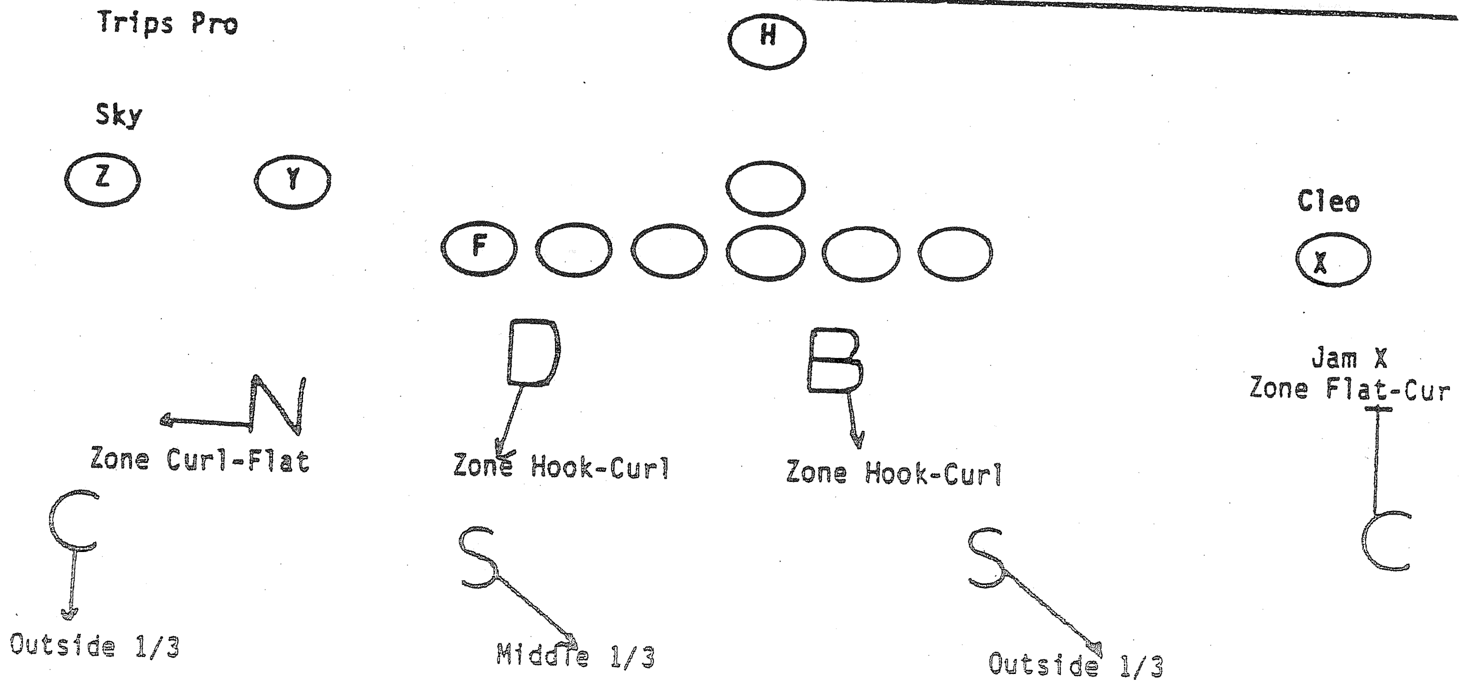
Ace Pro

Sky

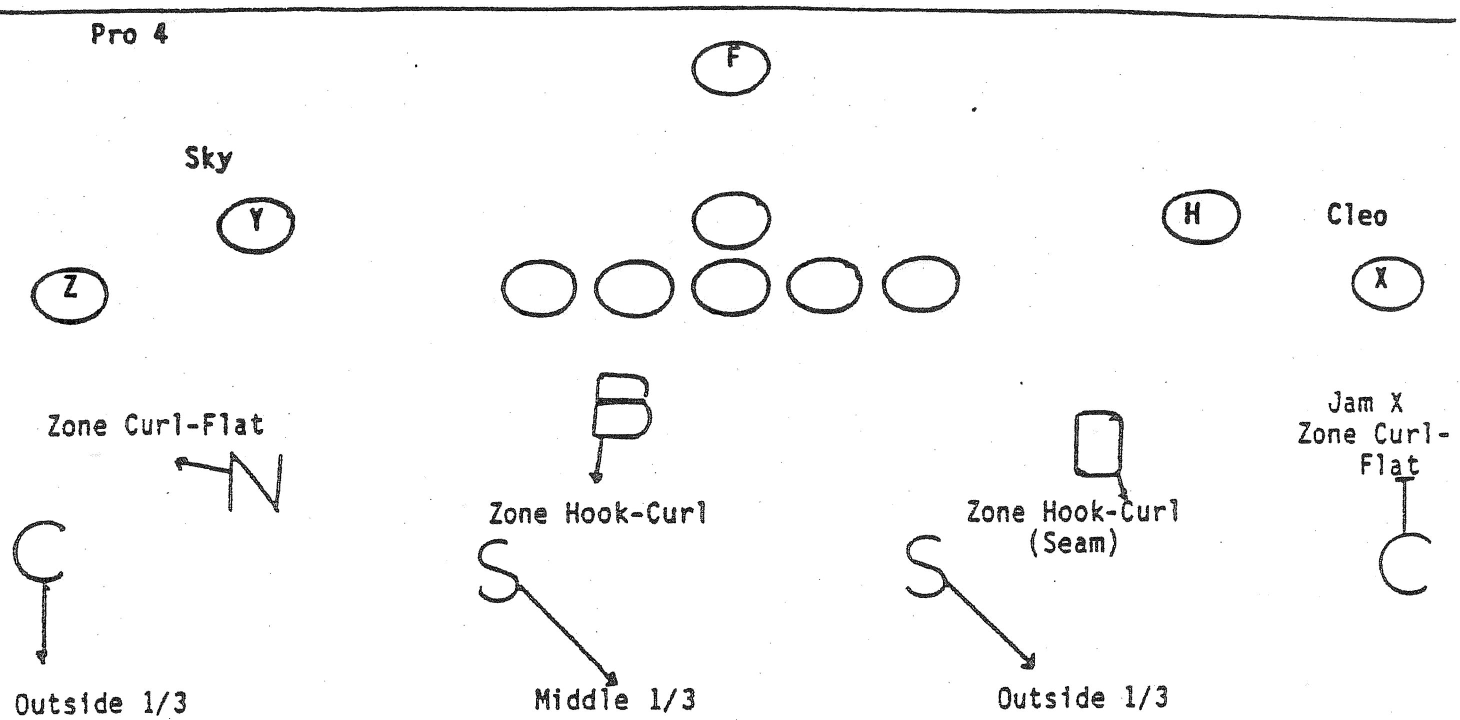


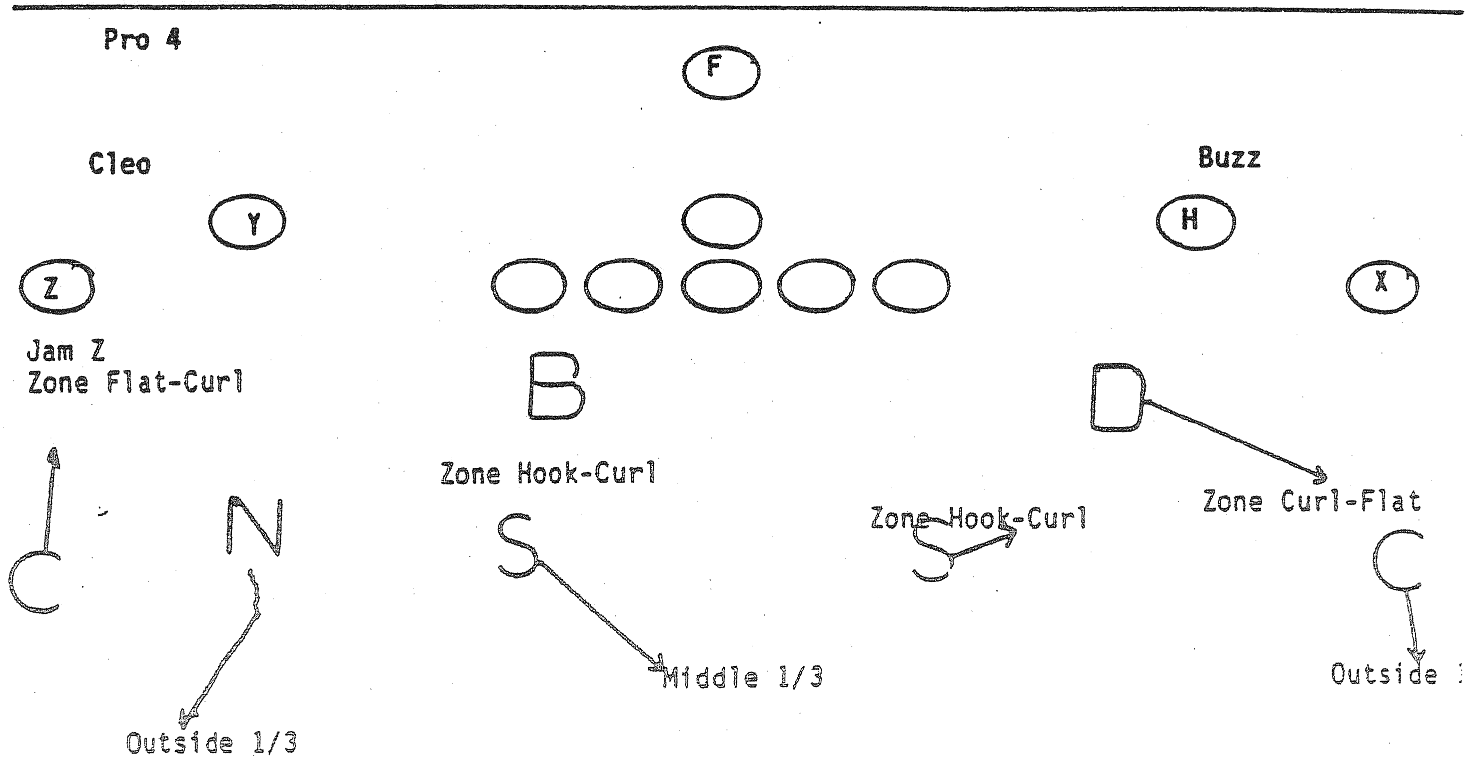
Trips Pro

Sky



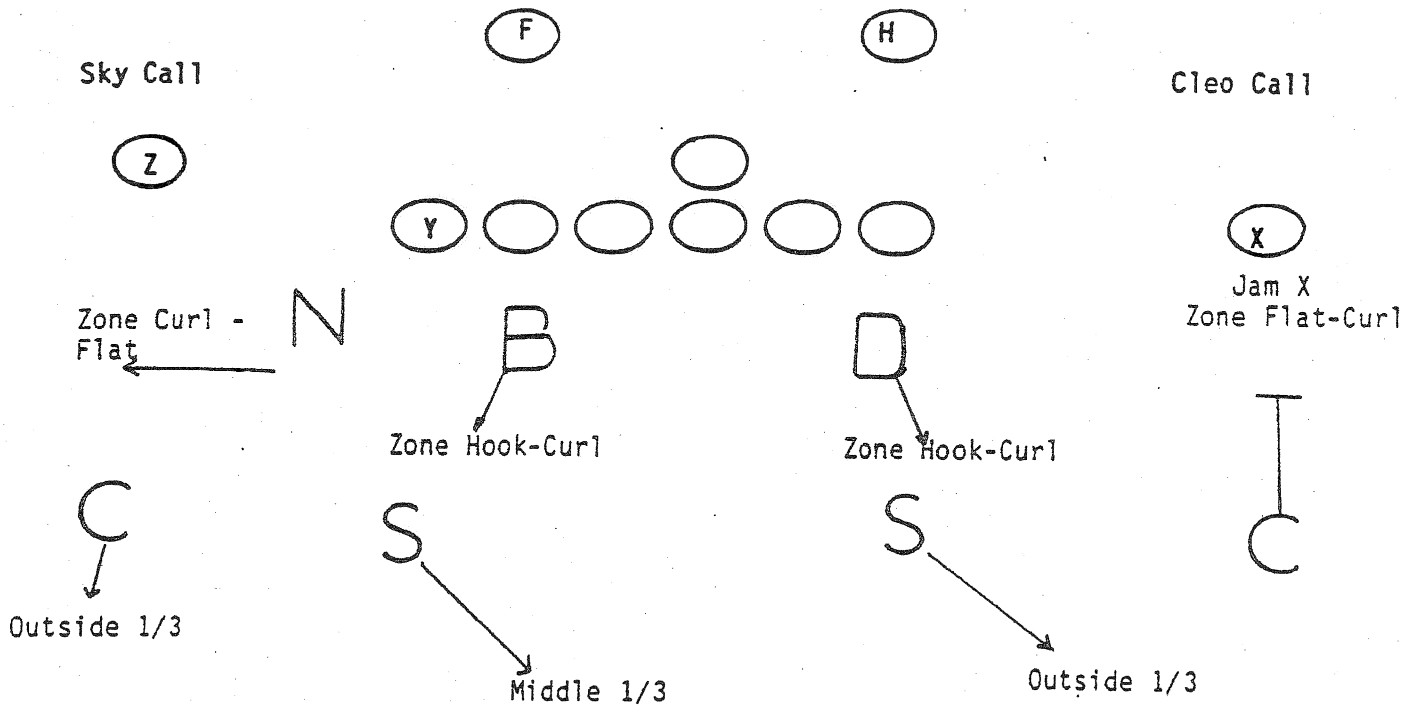
NICKEL COVER 46



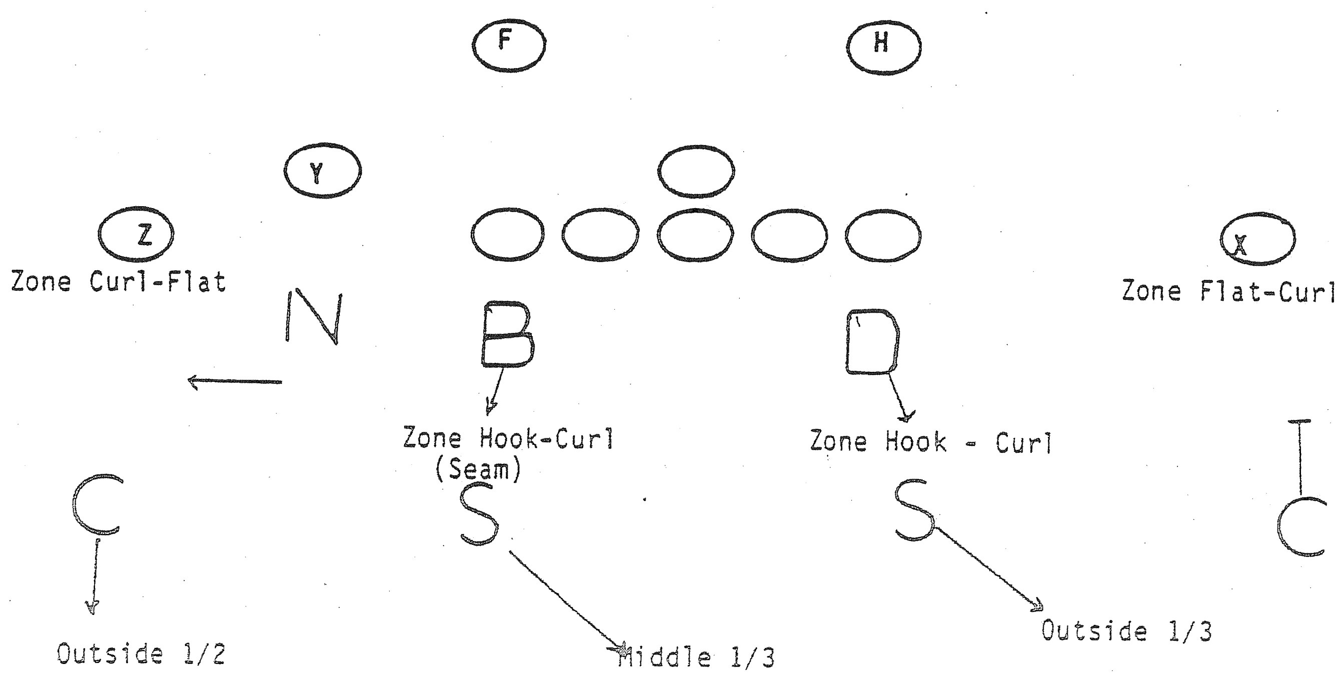


NICKEL COVER 46

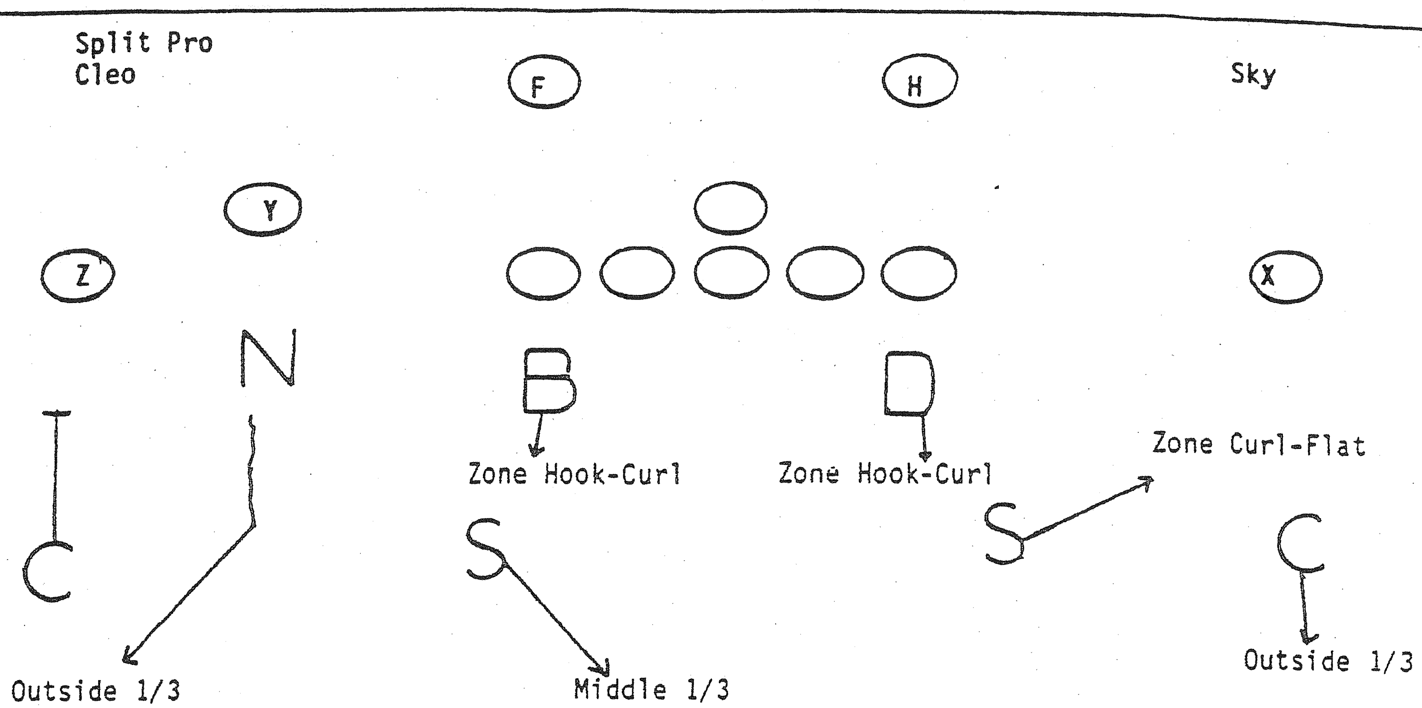
Regular



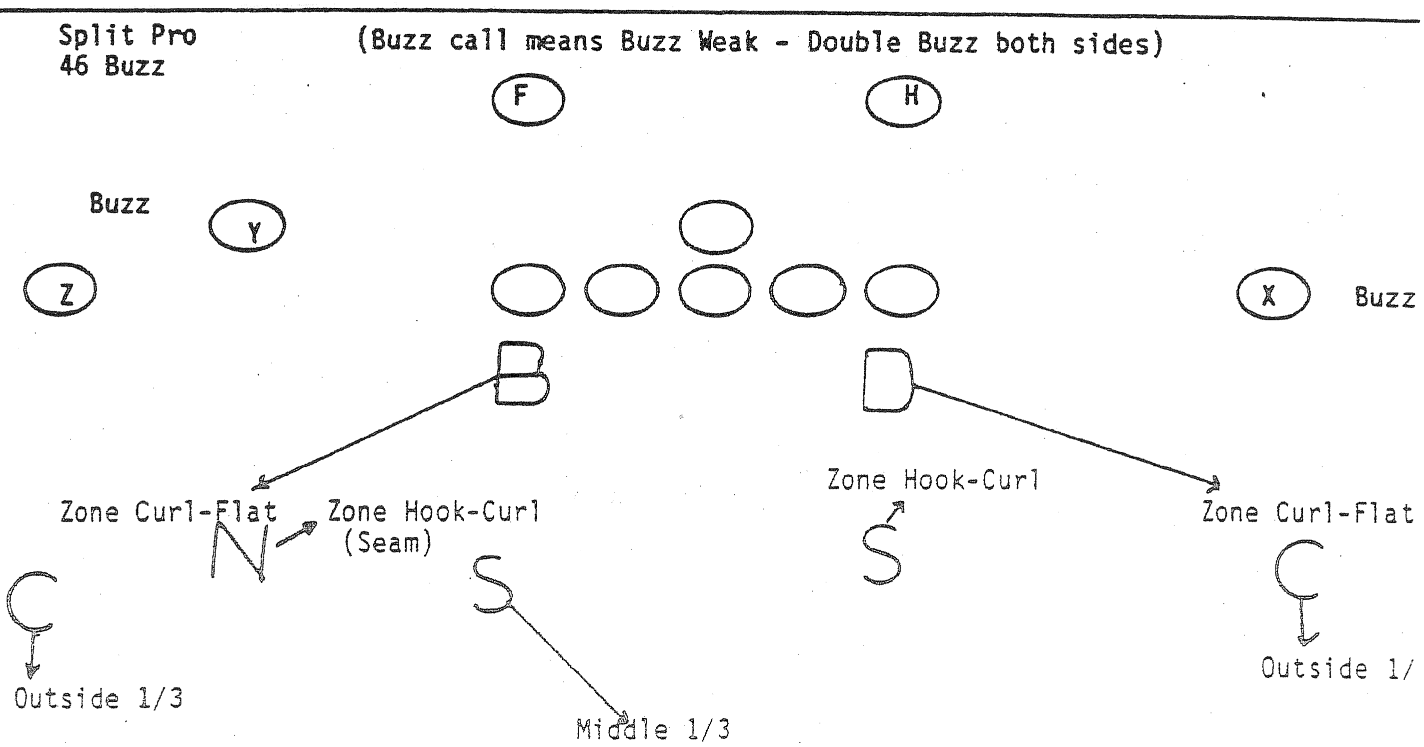
Split Pro



NICKEL . COVER 46

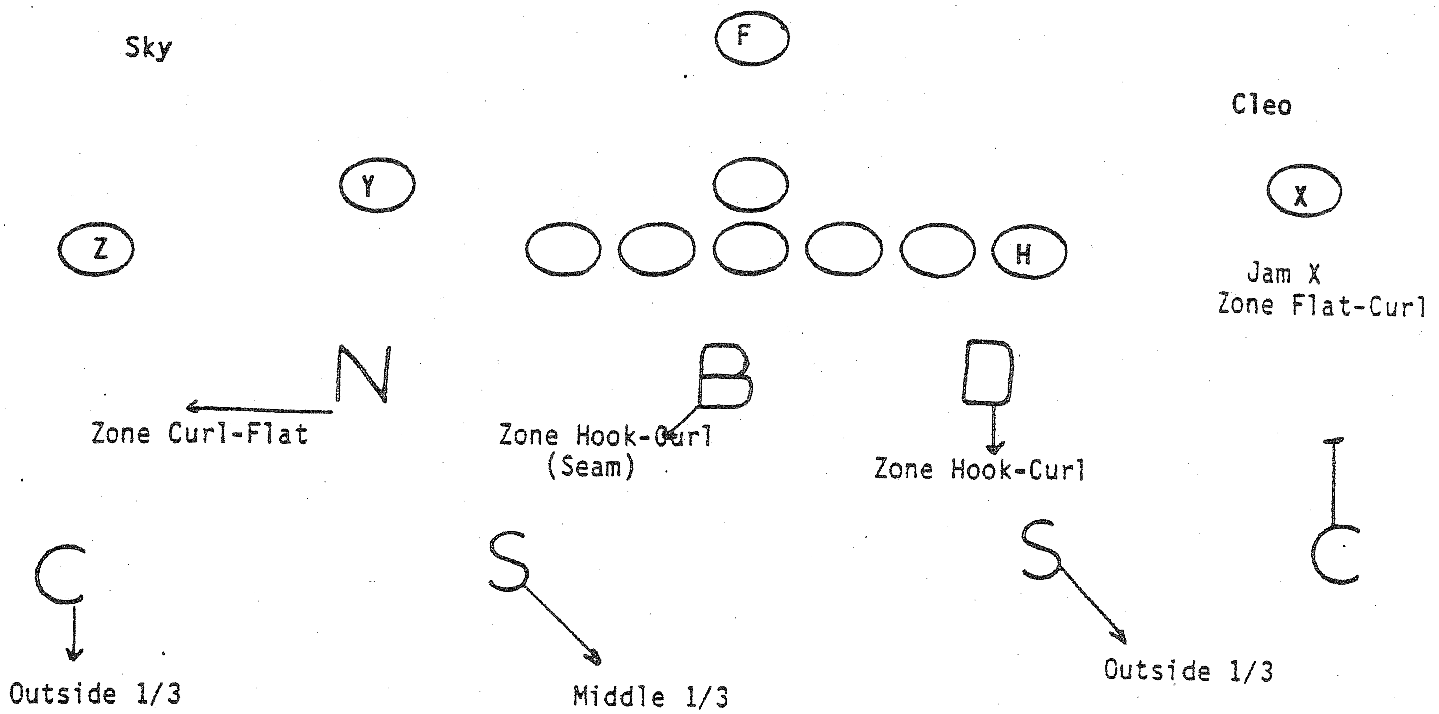


(Buzz call means Buzz Weak - Double Buzz both sides)

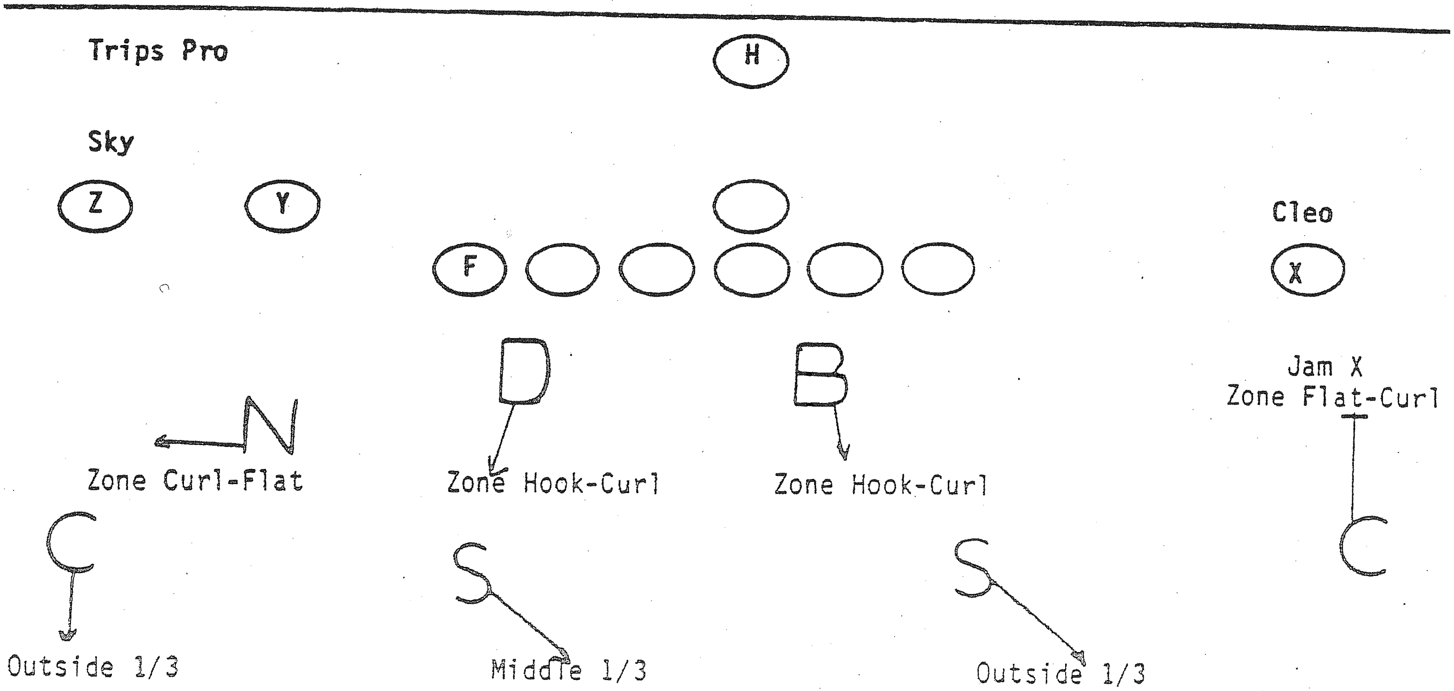


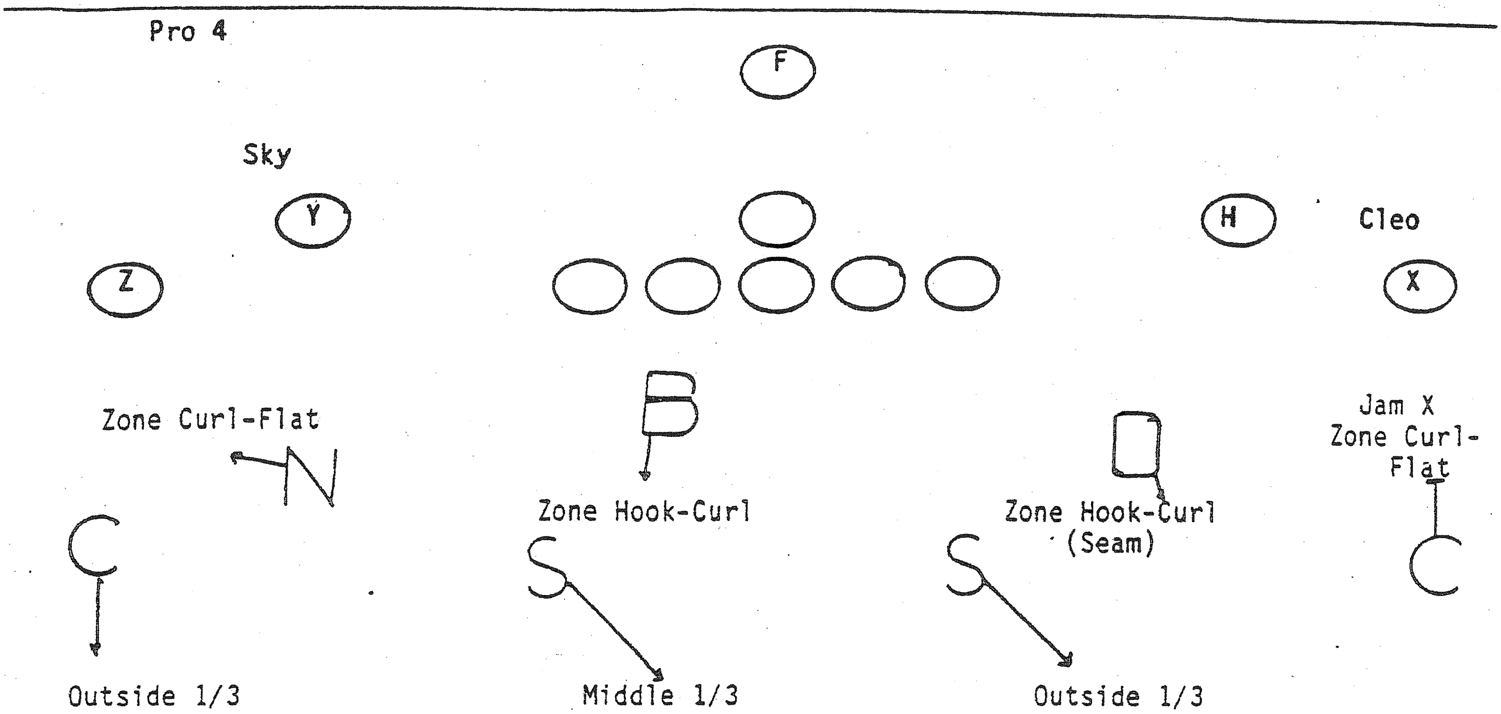
NICKEL COVER 46

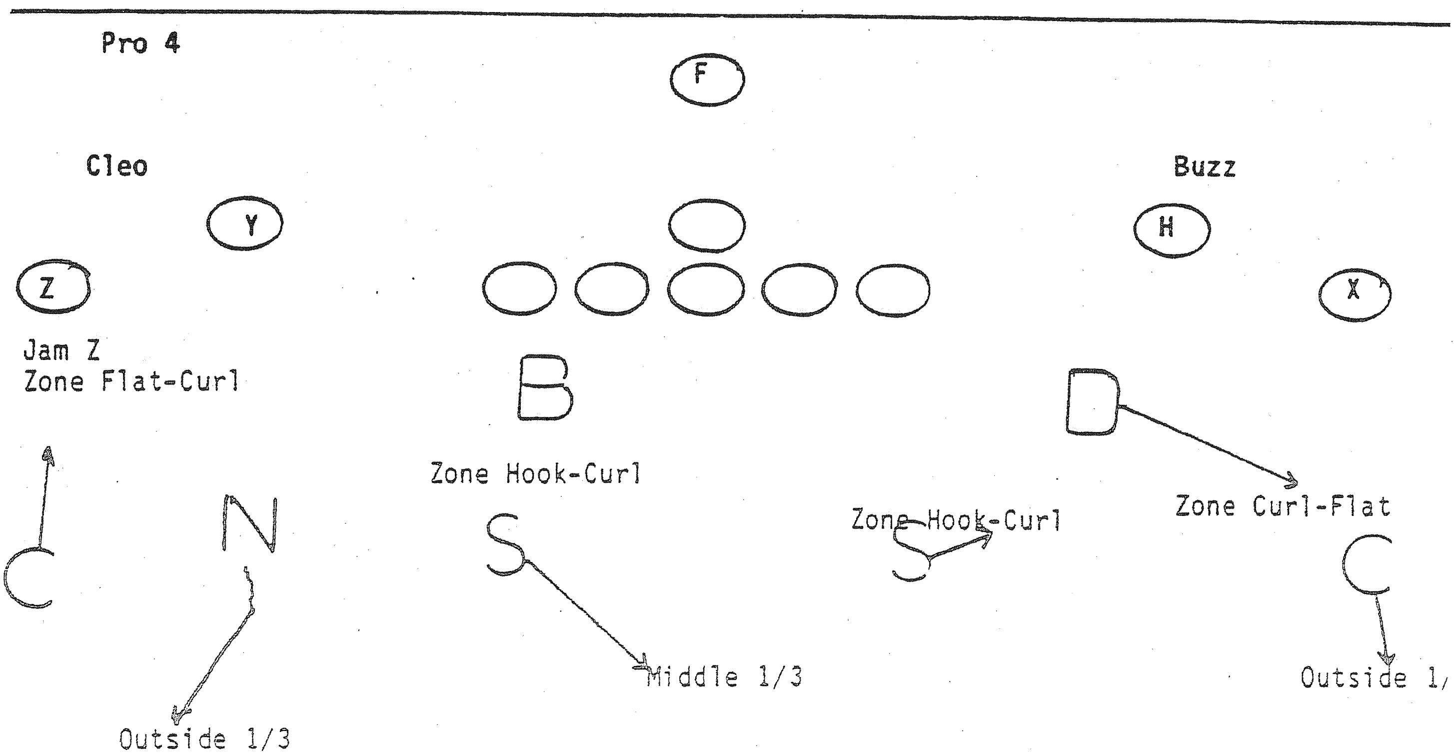
Ace Pro



Trips Pro

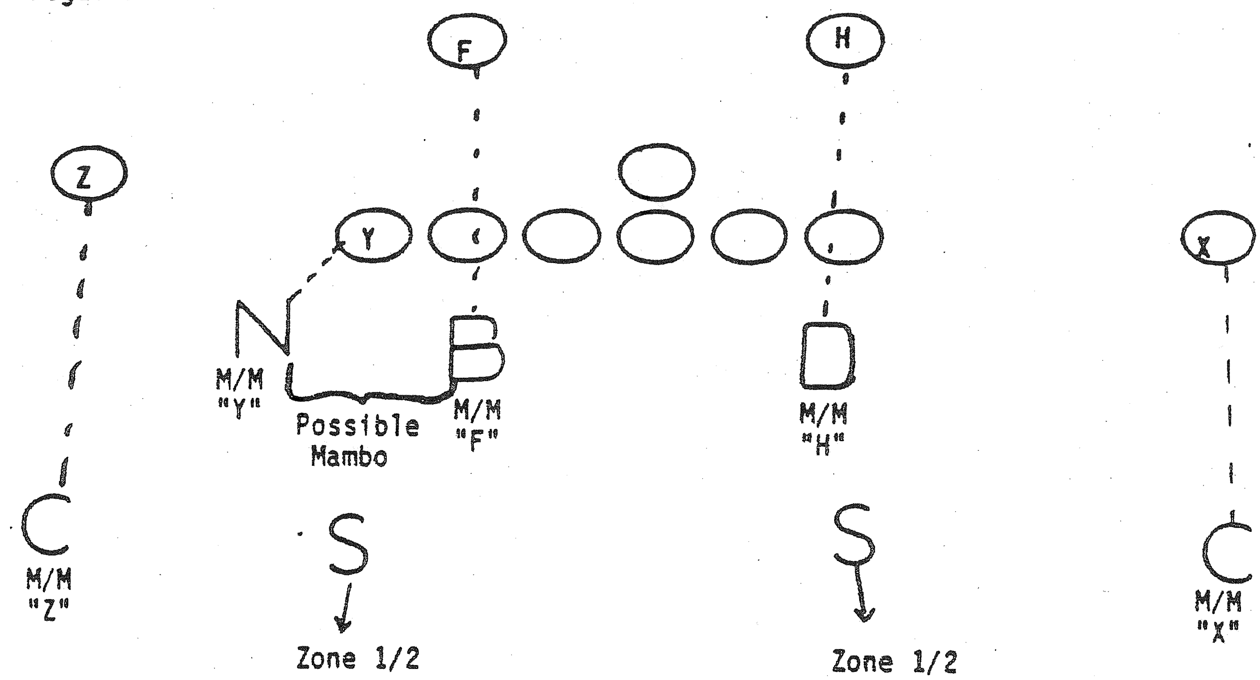



Pro 4
F
Sky
Y
H
Cleo
Z
X
Zone Curl-Flat
B
D
Jam X
Zone Curl-
Flat
N
Zone Hook-Curl
Zone Hook-Curl
(Seam)
C
S
S
C
Outside 1/3
Middle 1/3
Outside 1/3

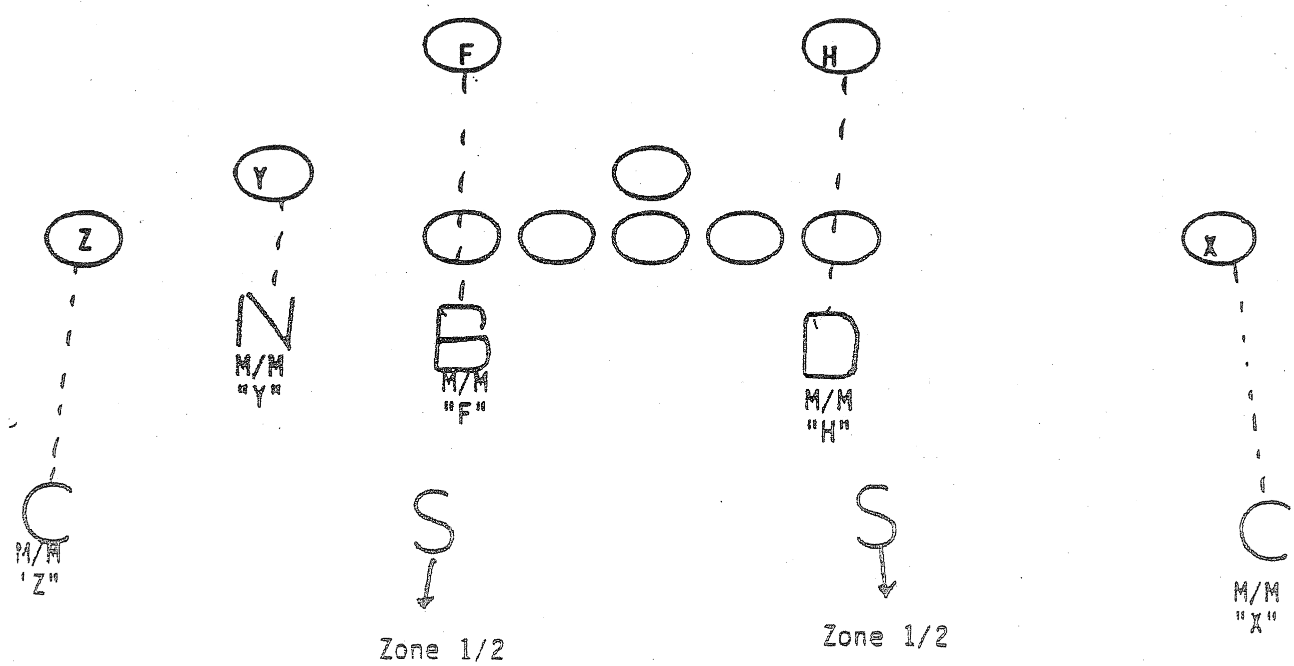

Pro 4
F
Cleo
Buzz
Y
H
Z
X
Jam Z
Zone Flat-Curl
B
D
Zone Hook-Curl
Zone Curl-Flat
Zone Hook-Curl
C
N
S
S
C
Middle 1/3
Outside 1/3

NICKEL COVER 22 YALE

Regular

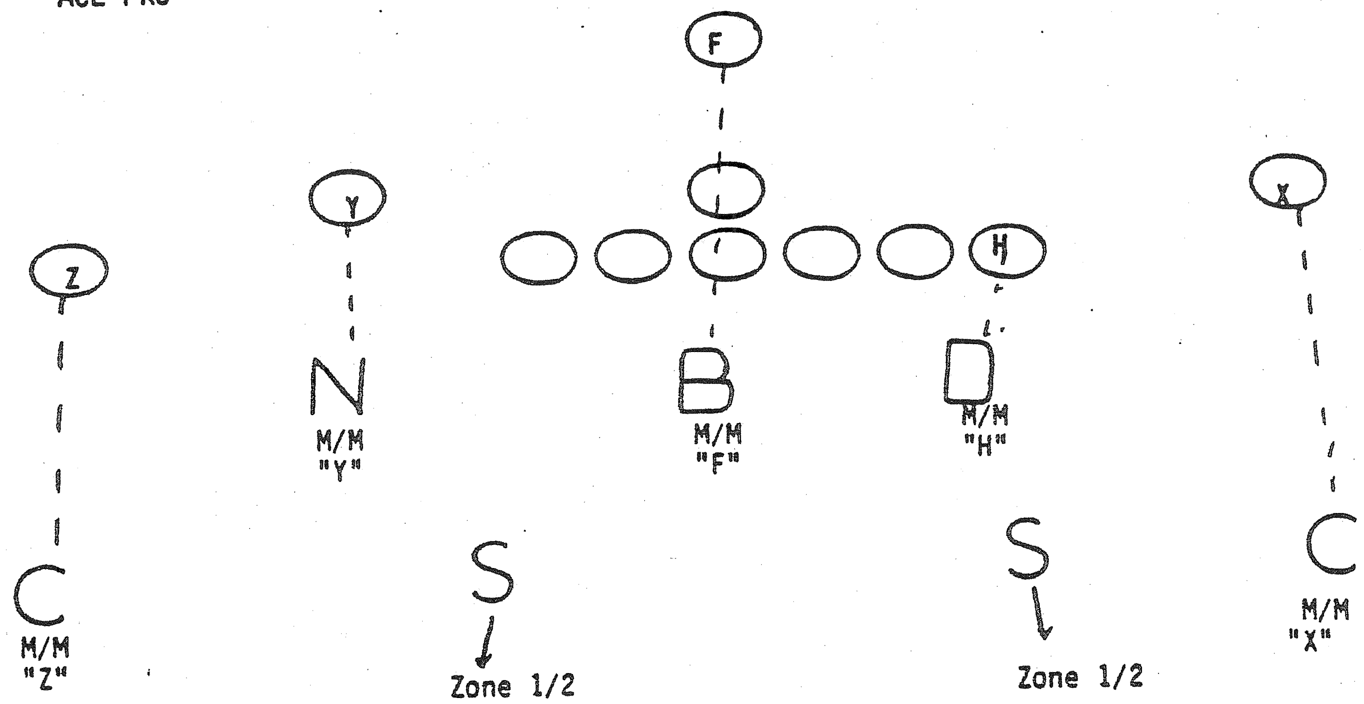


Split Pro

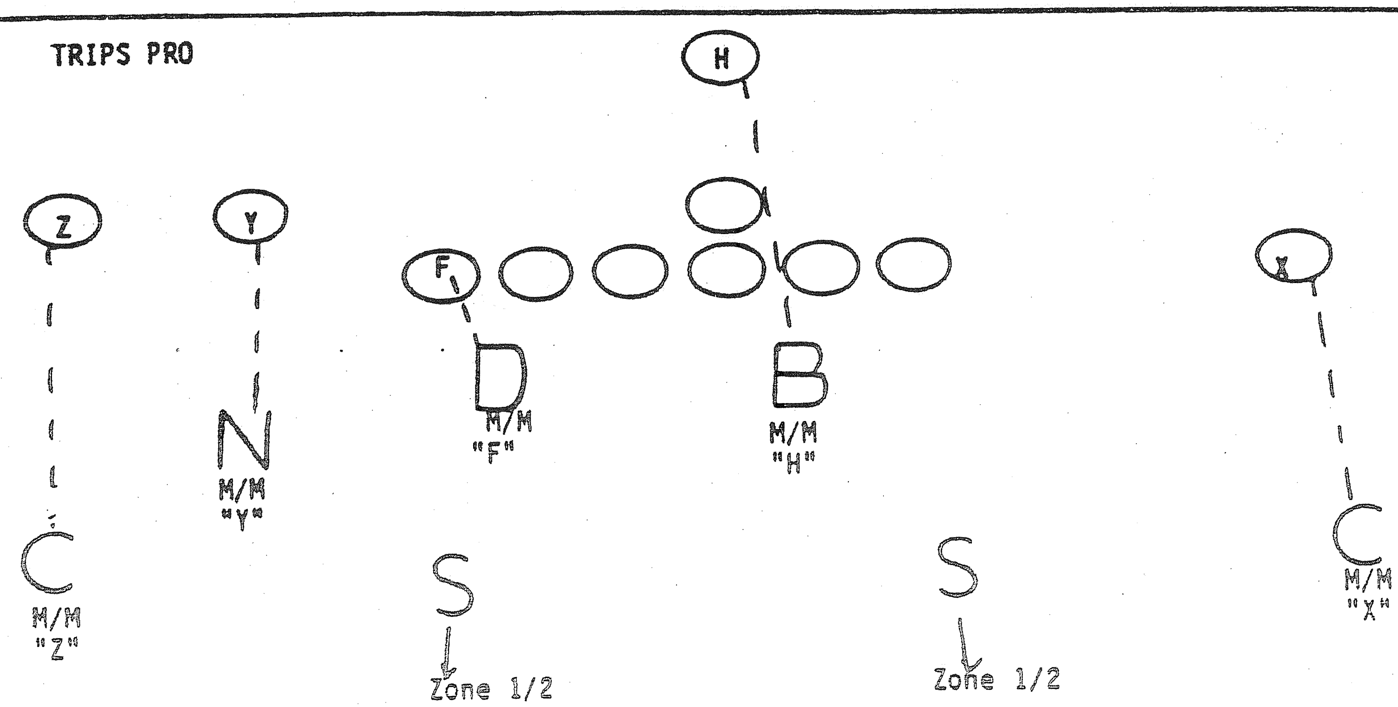


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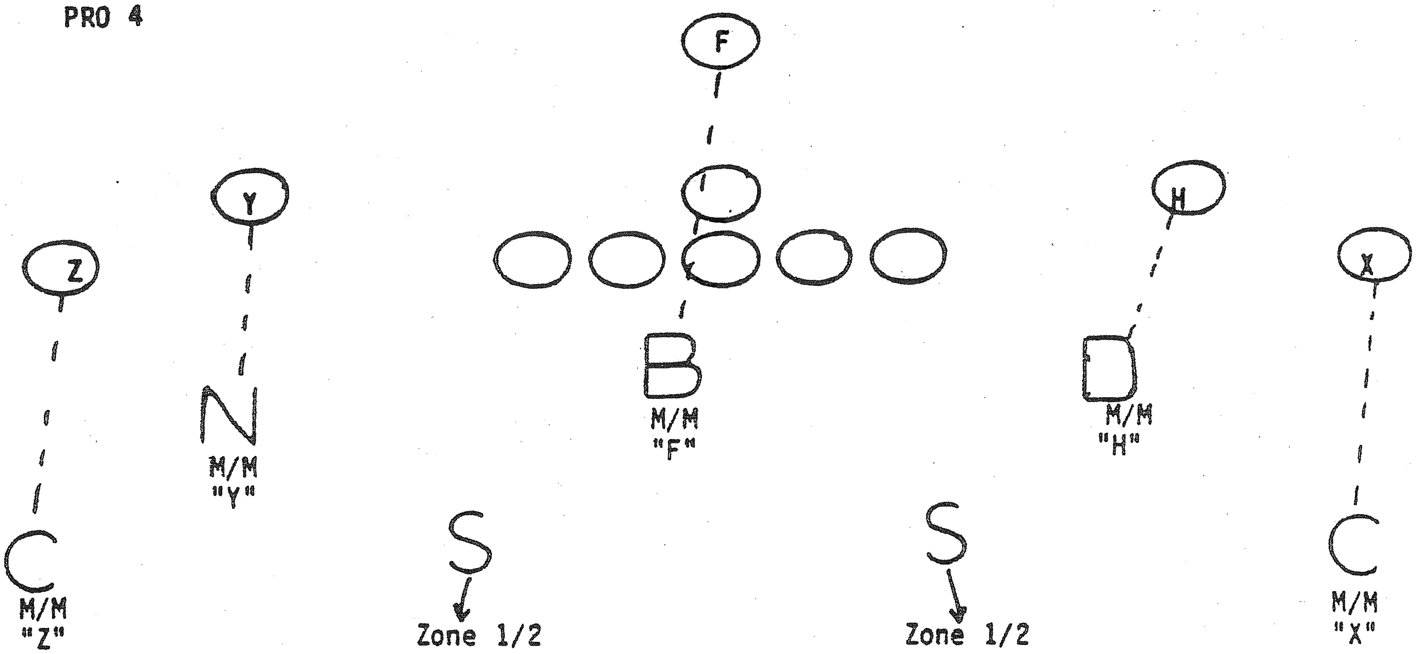


TRIPS PRO

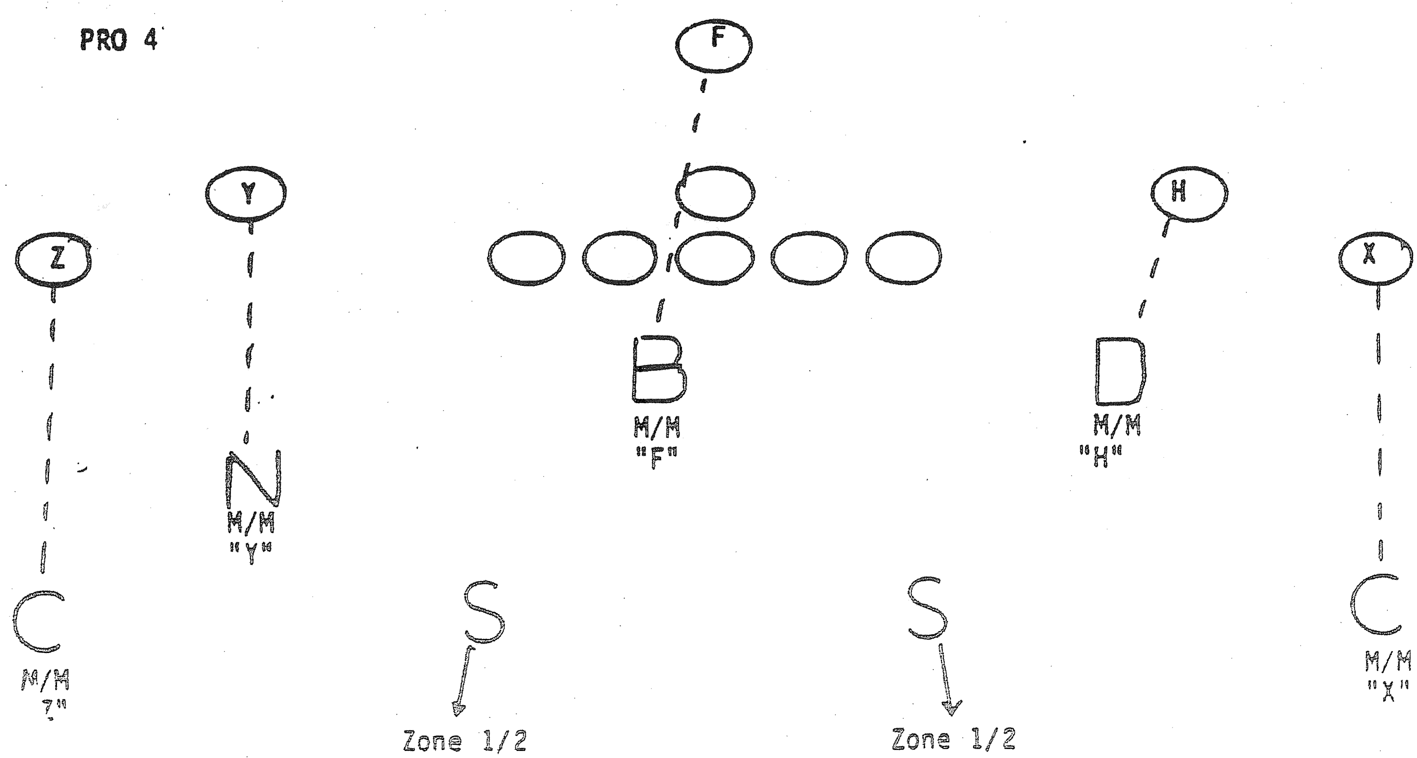


NICKEL COVER 22 YALE

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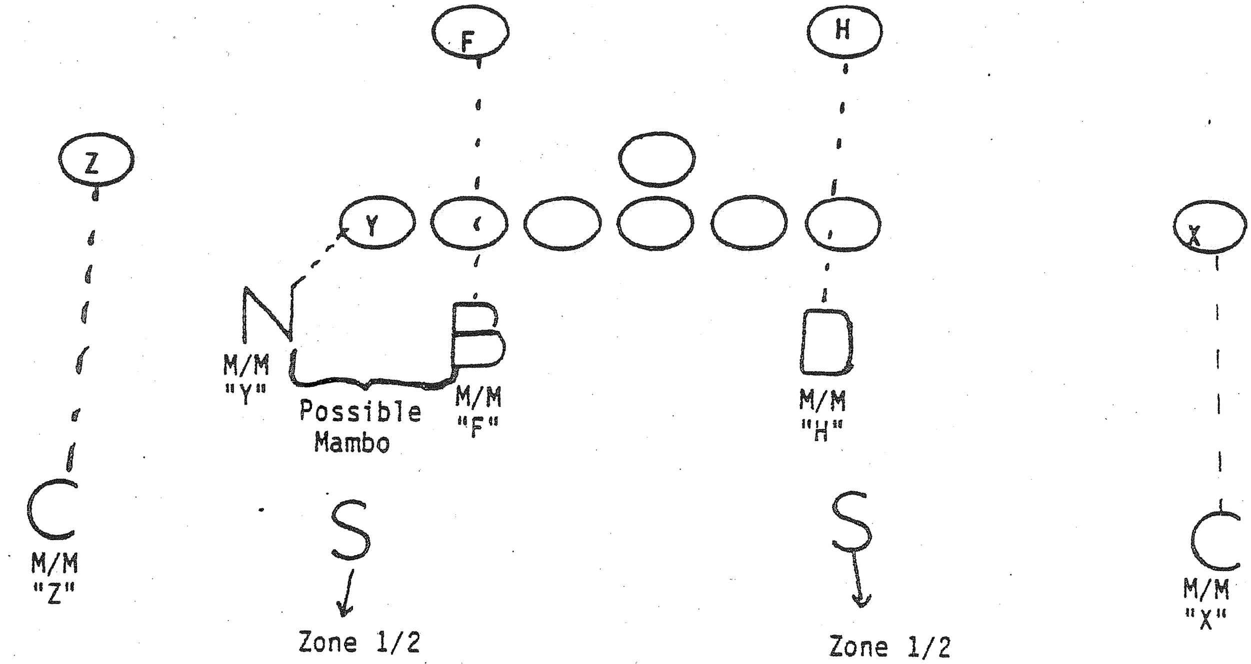


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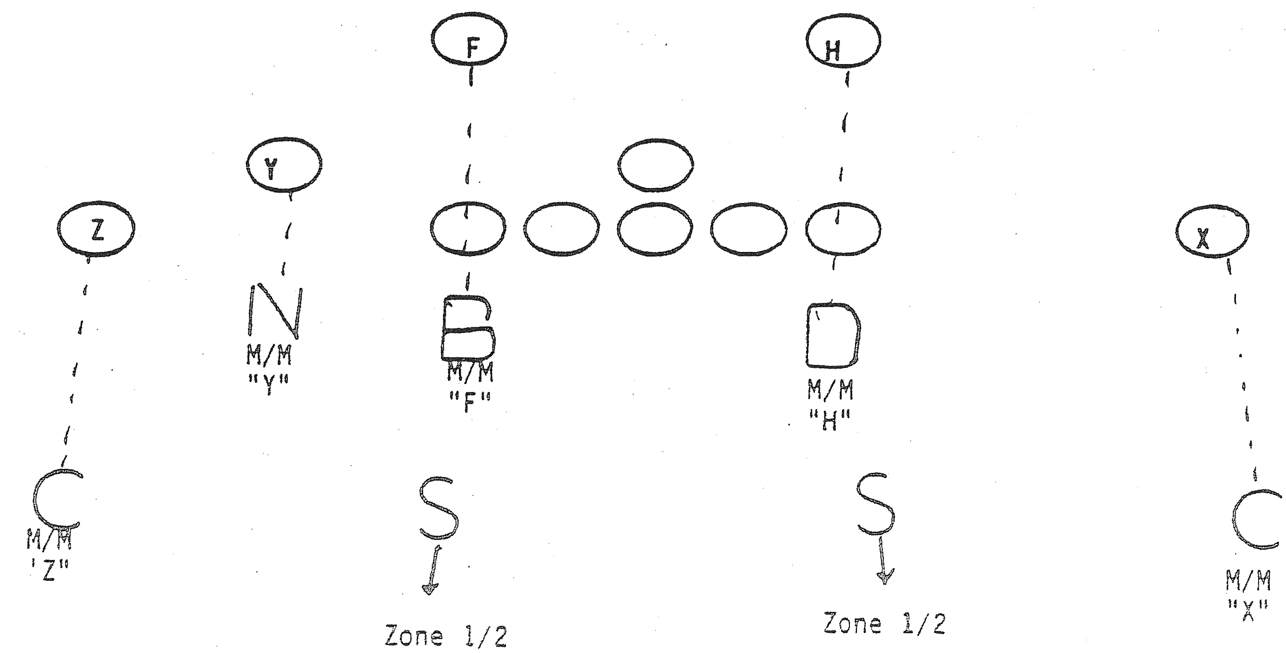


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Regular

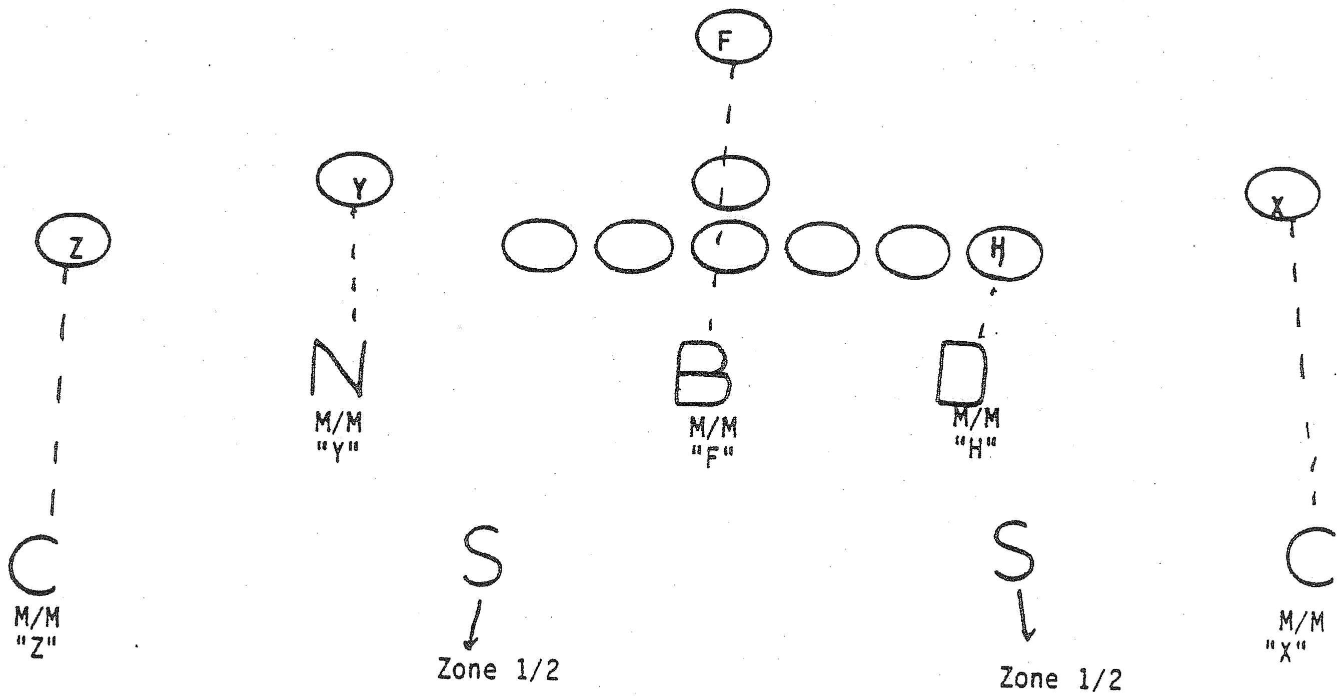


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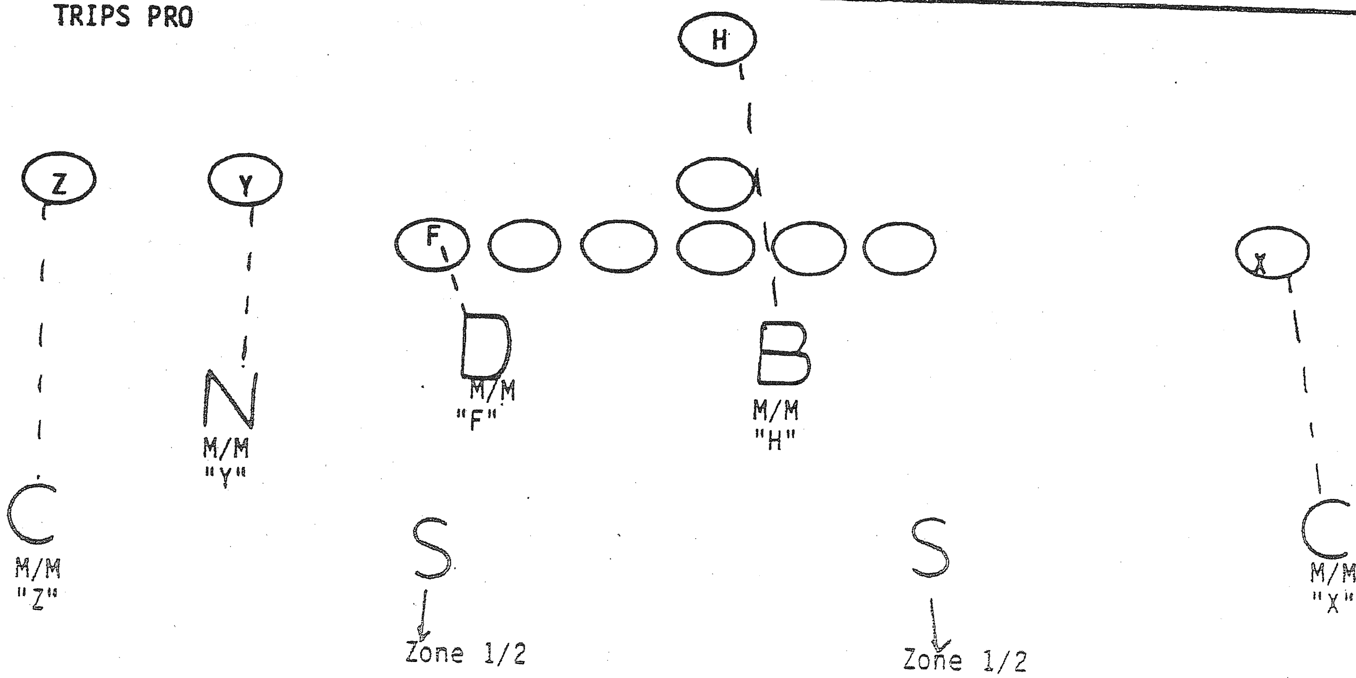


NICKEL . COVER 22 YALE

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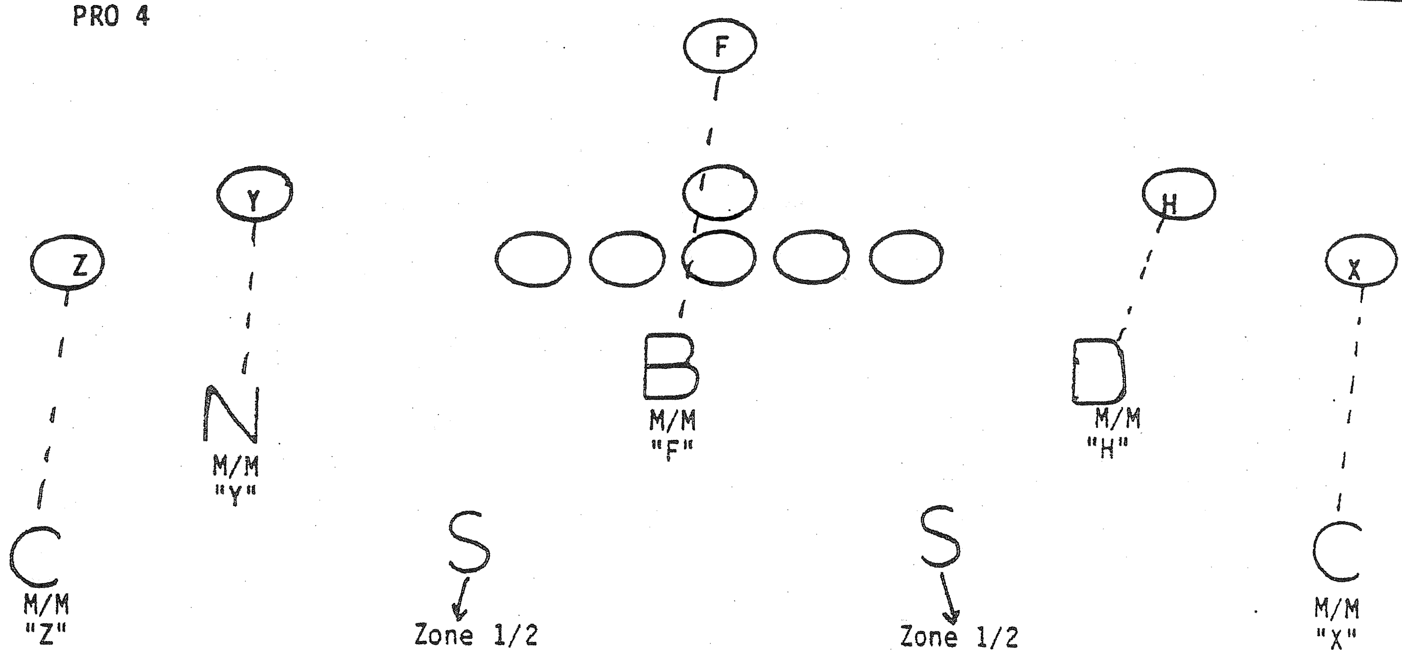


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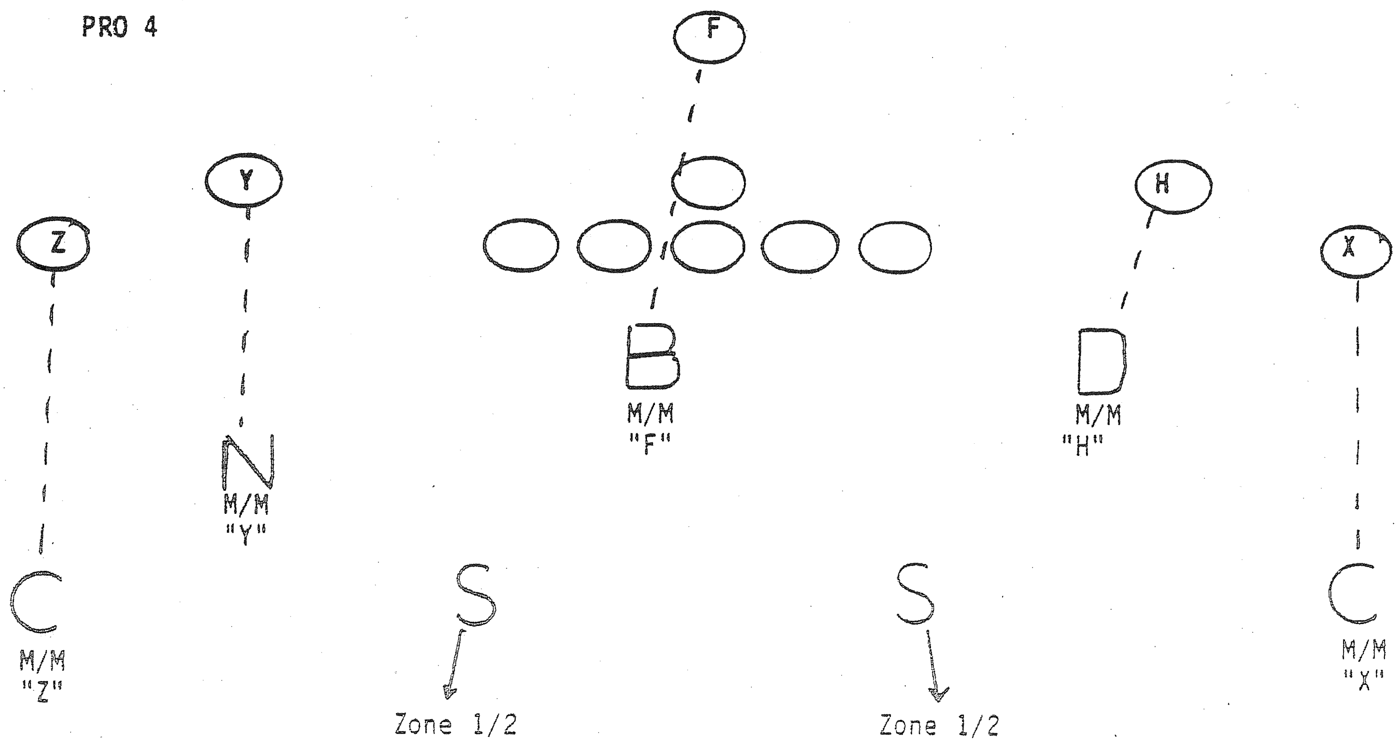


NICKEL COVER 22 YALE

PRO 4



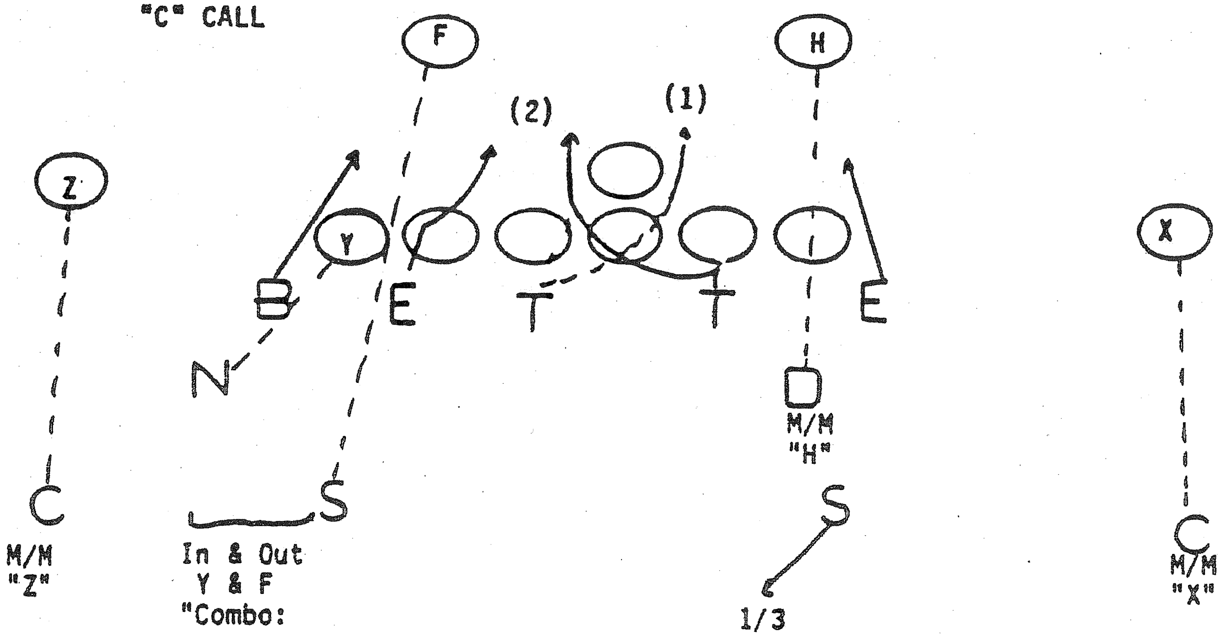
PRO 4



NICKEL

COVER 50-11 or 50-11 Dime

"C" CALL



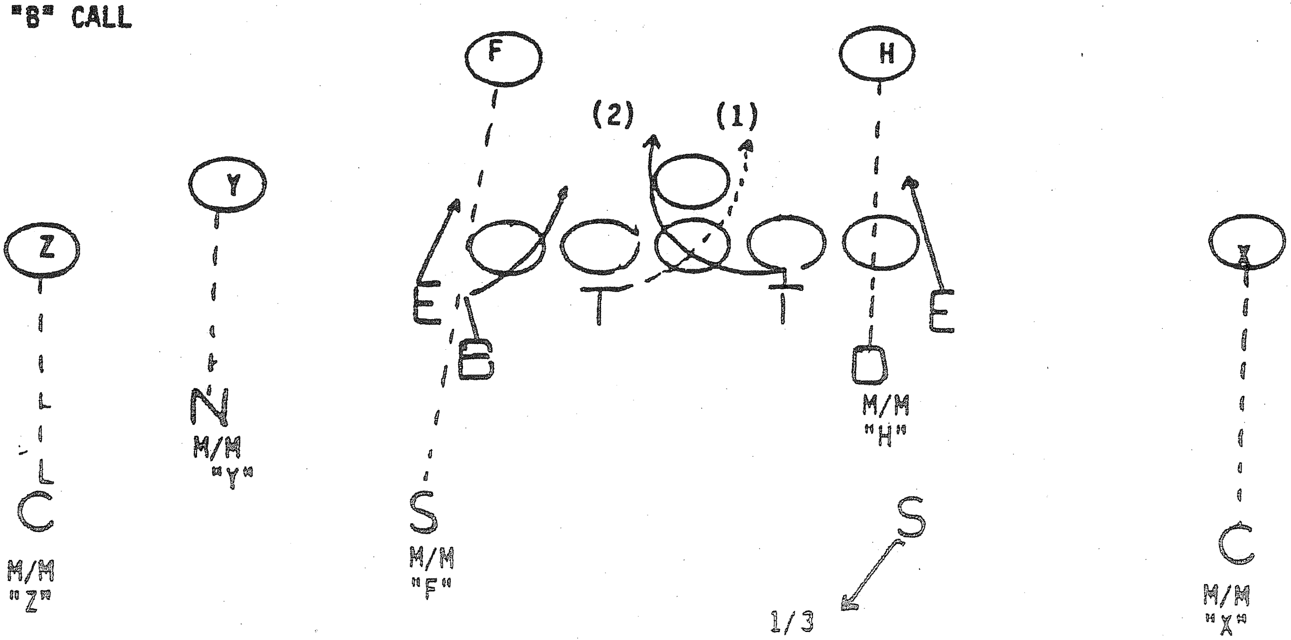
Backer or Dim can run A, B or C stunt.

Backer or Dime must give call to Tackle his side who goes first in Twist.

Strong or Free Safety is in M/M coverage depending on whether Backer or Dime is dogging.

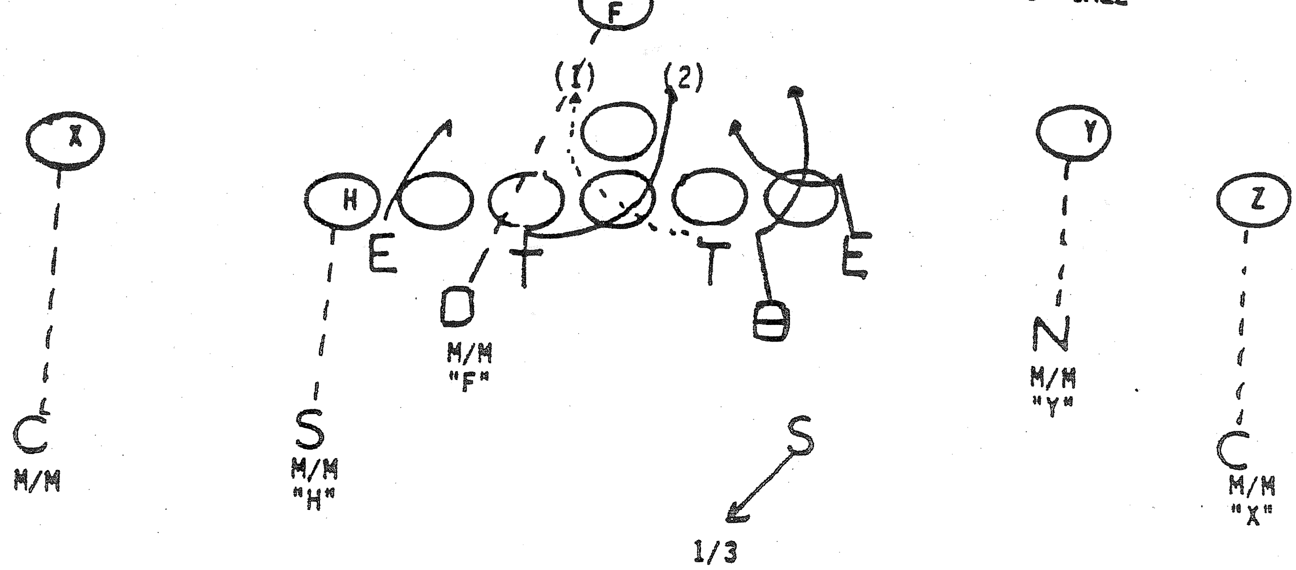
Strong or Free Safety takes coverage on side of dog - other Safety rotates deep middle.

"B" CALL

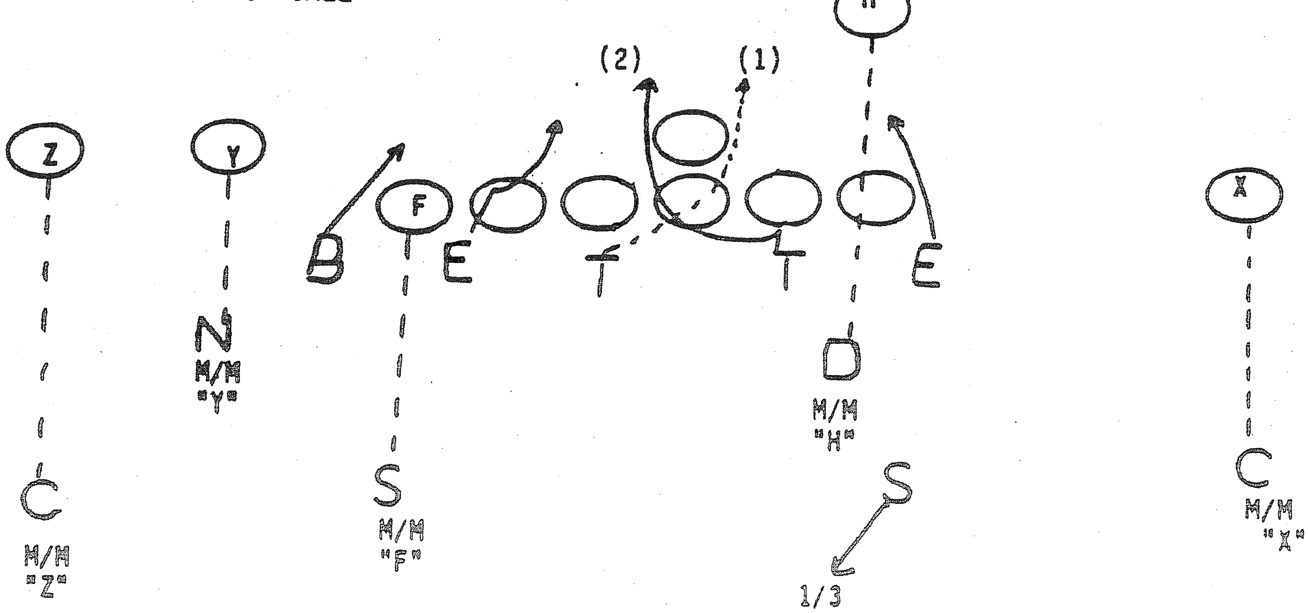


NICKEL COVER 50-11

ACE PRO "C" CALL

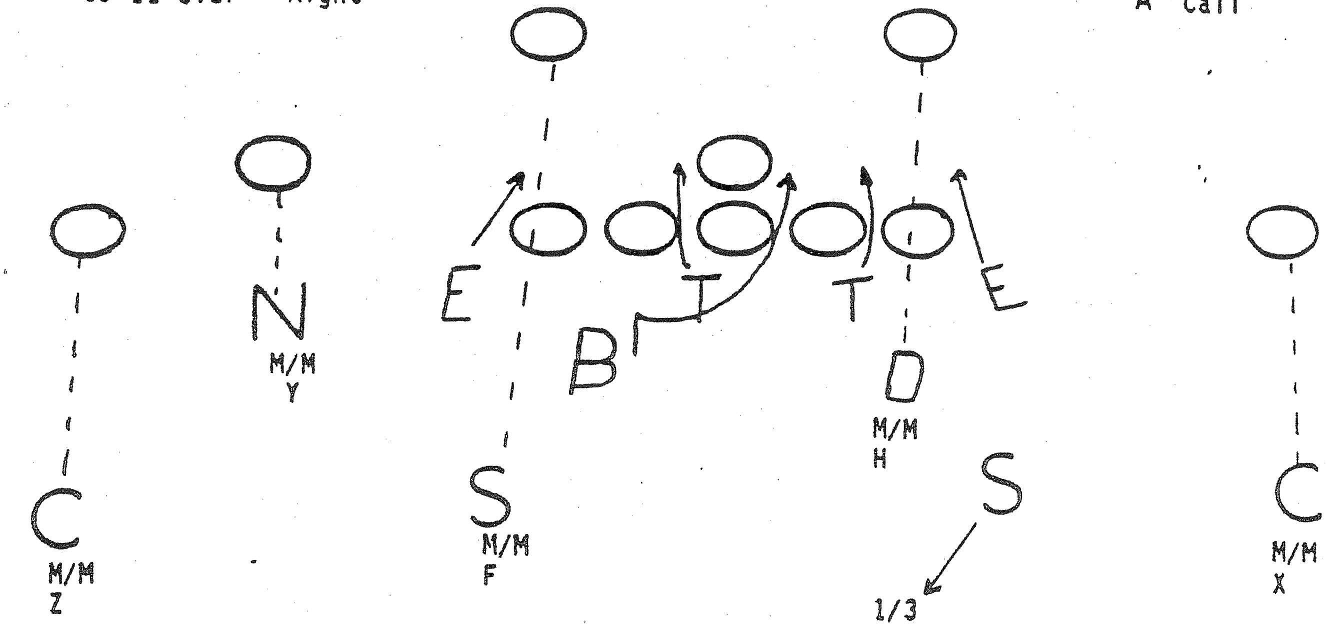


TRIPS PRO "C" CALL



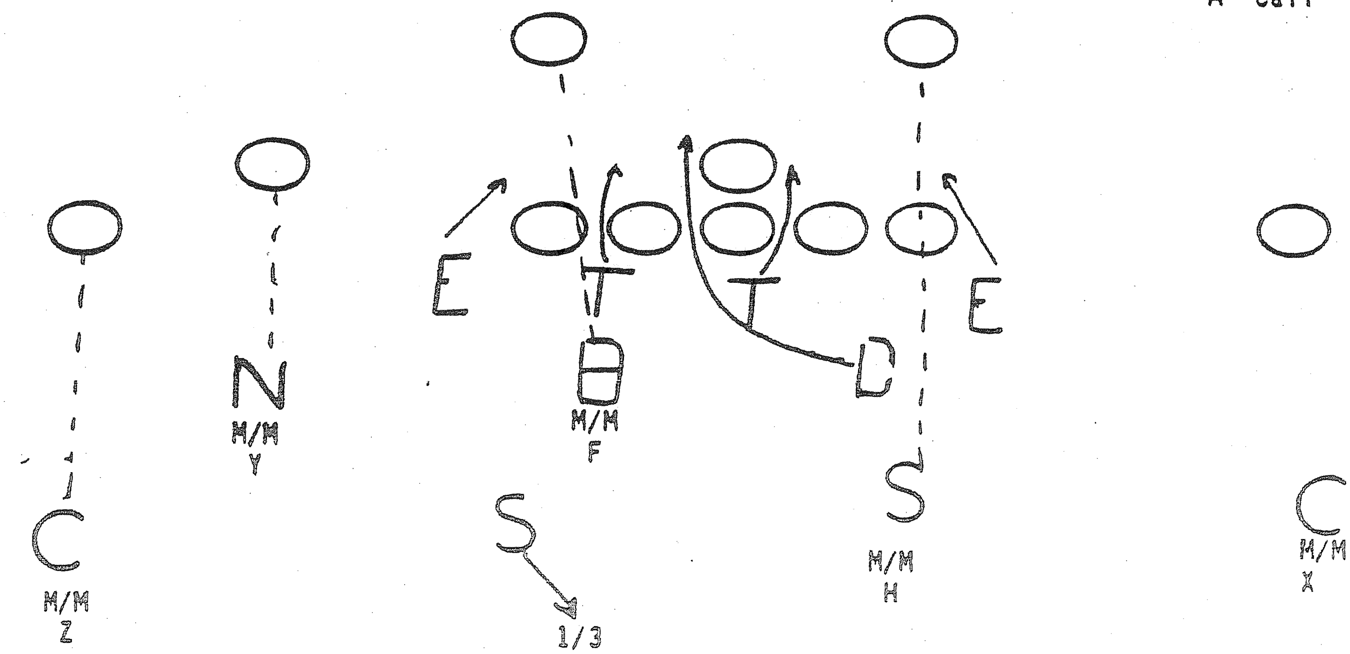
50-11 Over - Right

"A" Call



50-11 Dime - Over Left

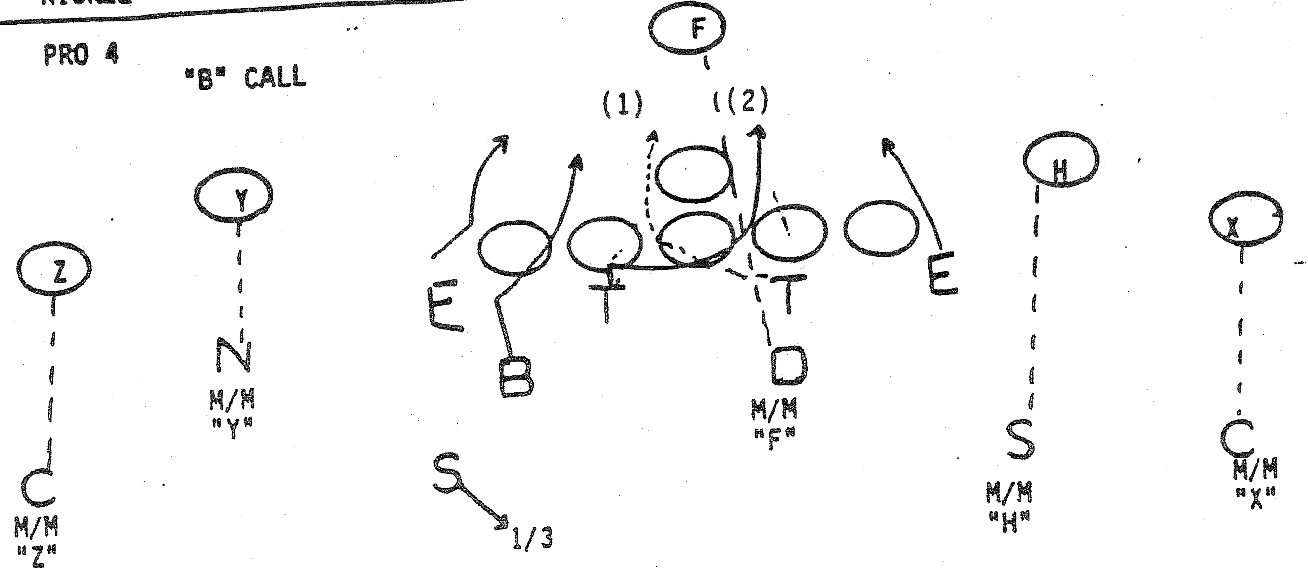
"A" Call



NICKEL COVER 50-11

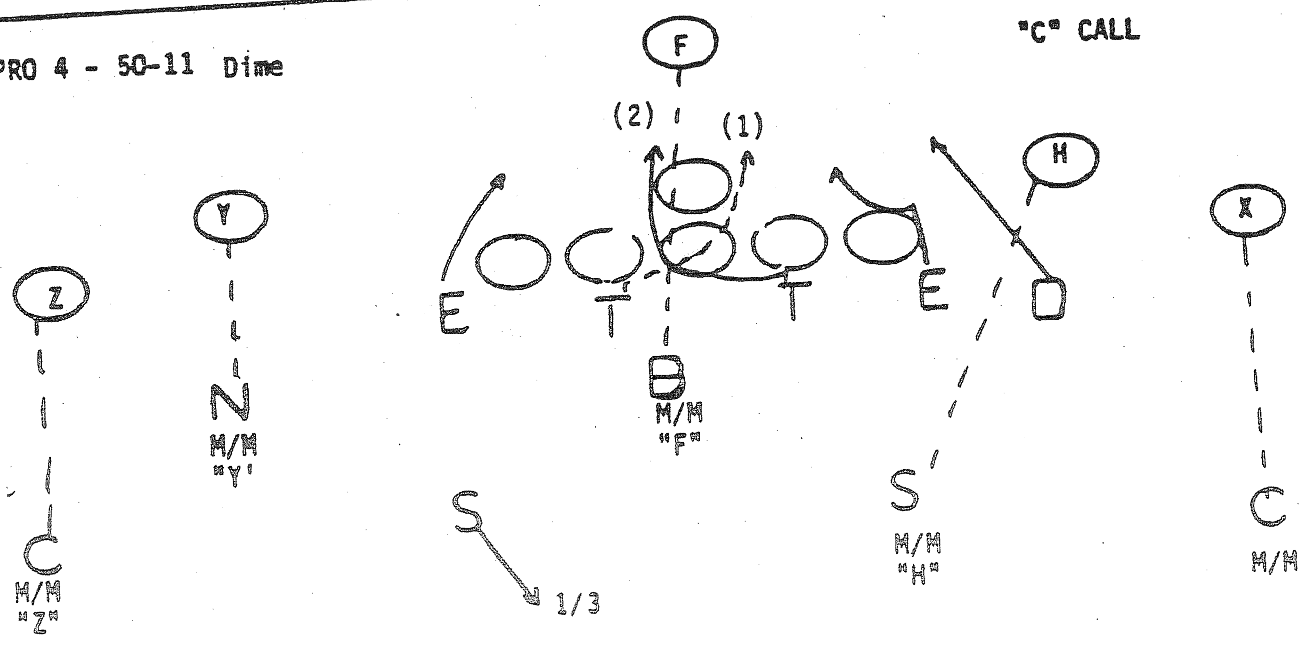
PRO 4

"B" CALL



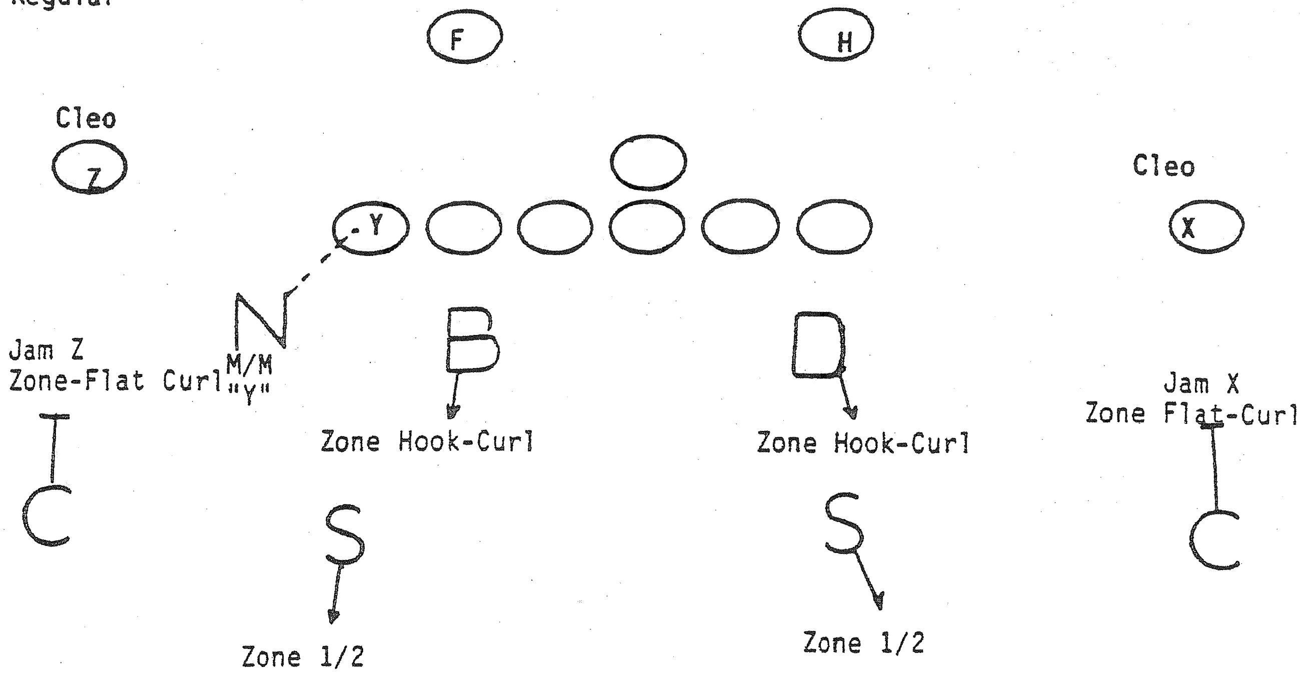
PRO 4 - 50-11 Dime

"C" CALL

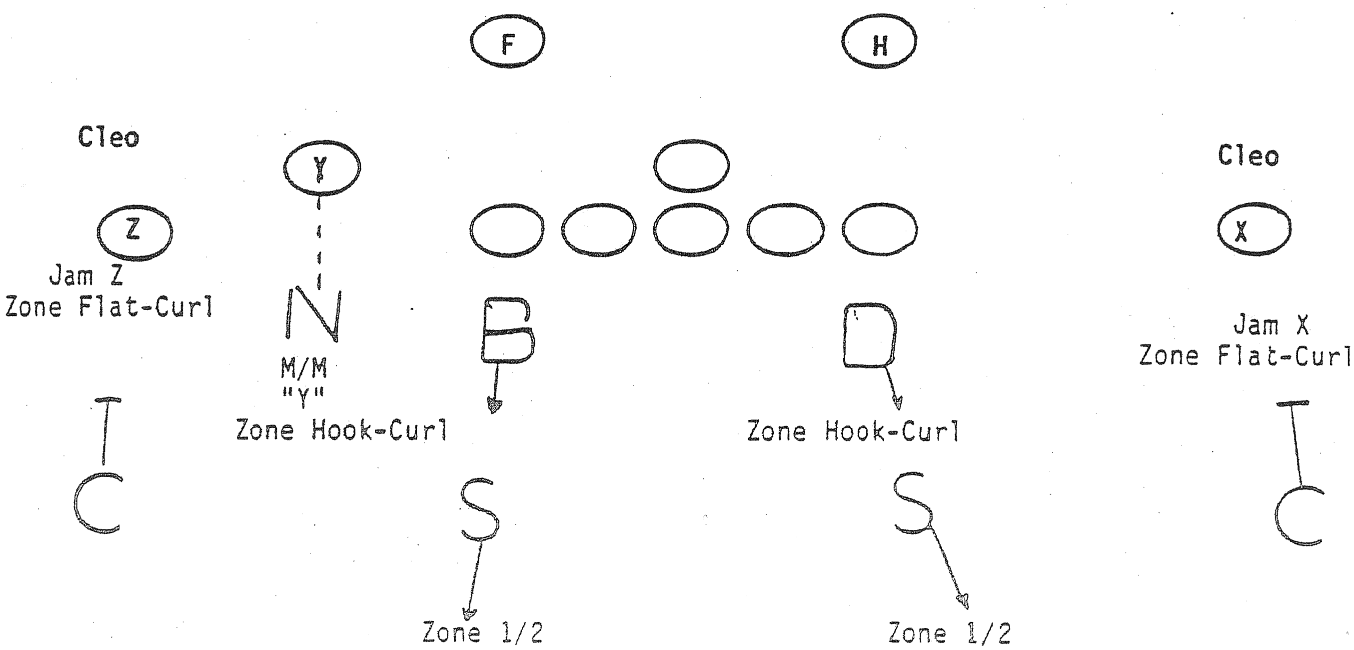


NICKEL . COVER 22

Regular

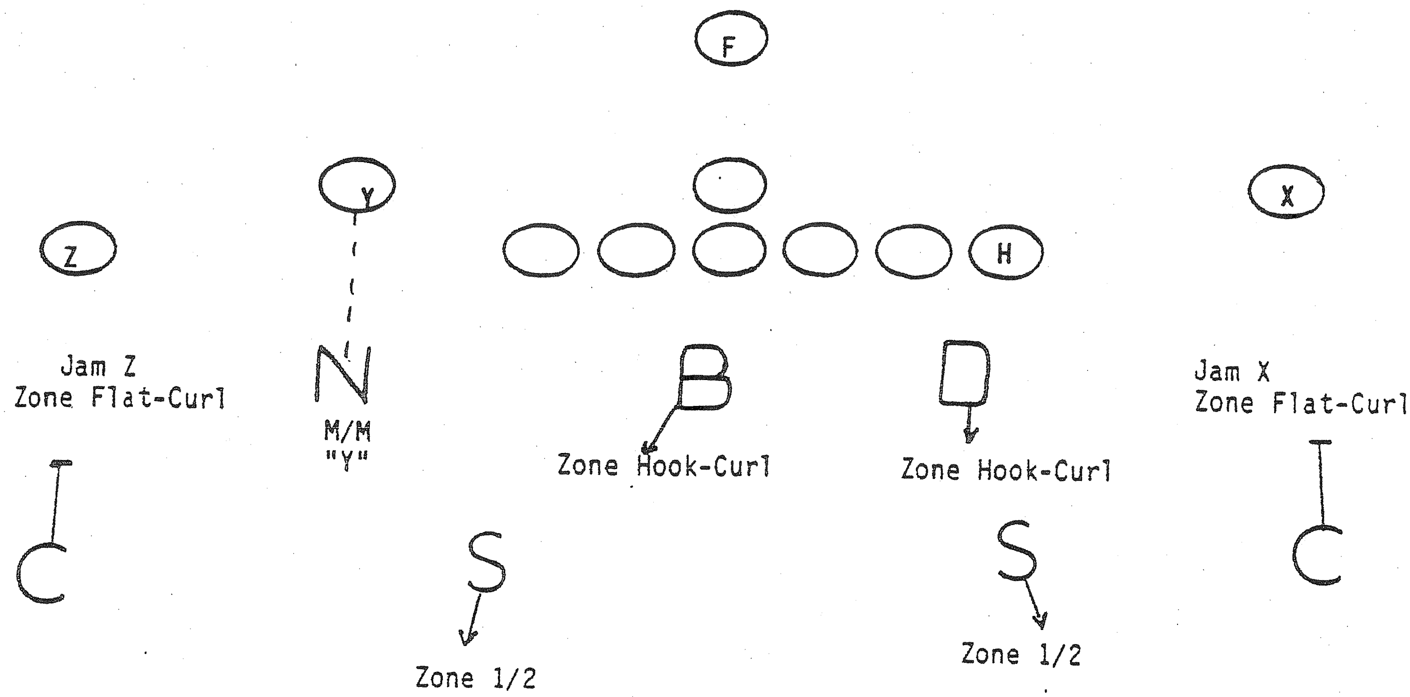


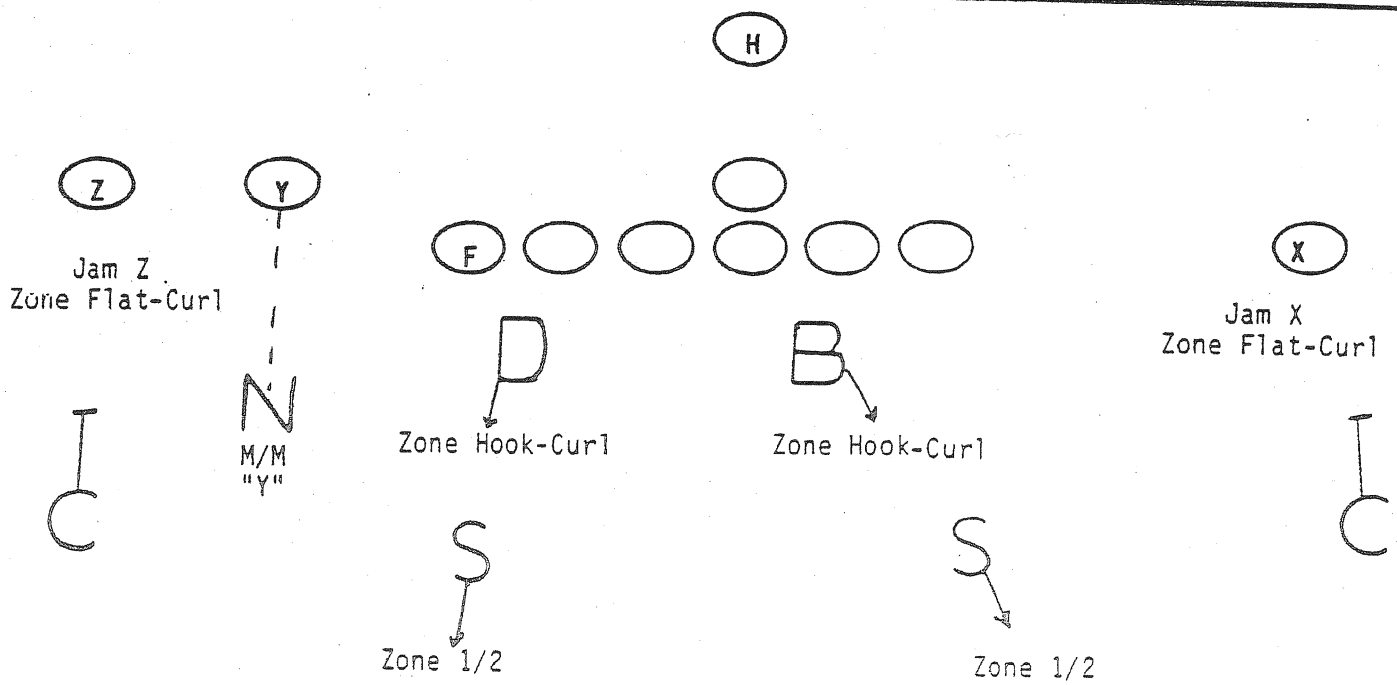
Split Pro



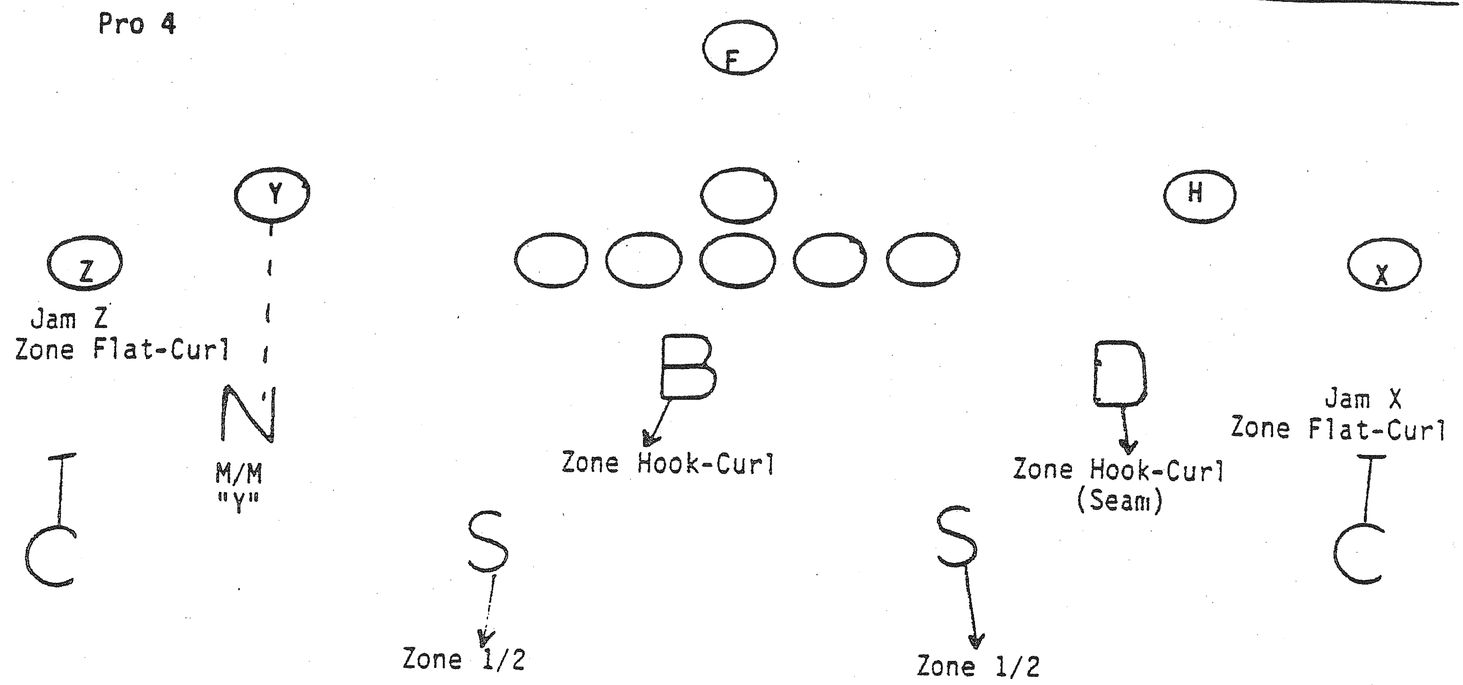
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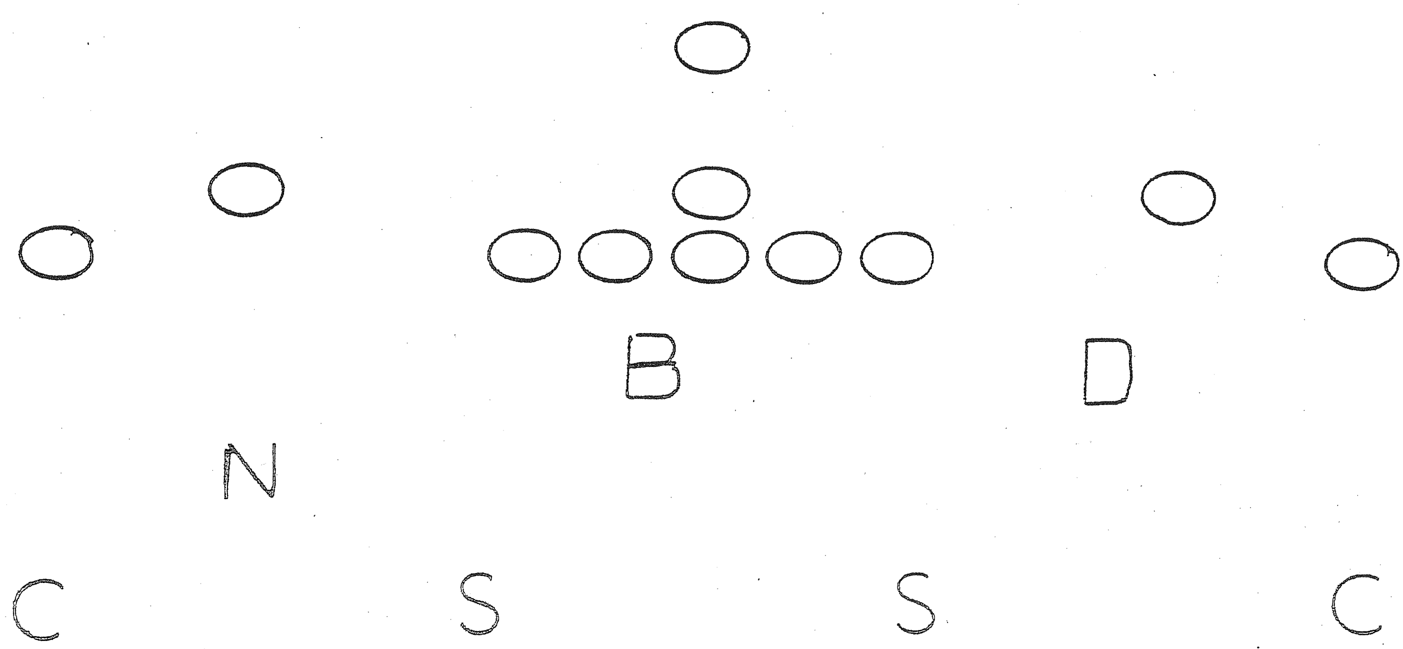
Ace Pro



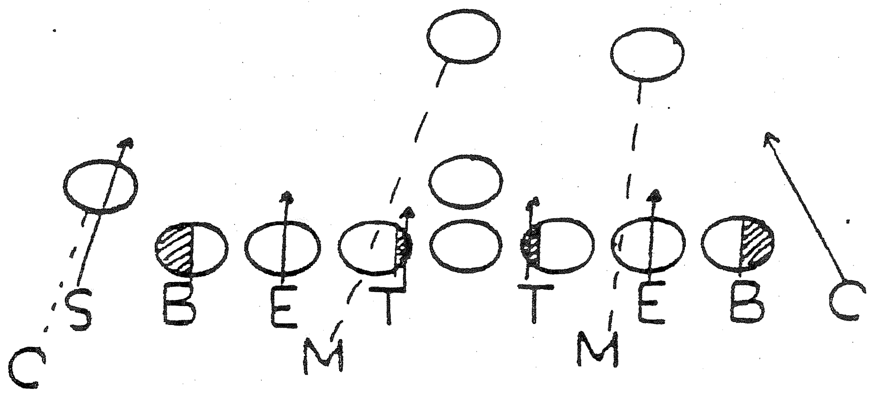


NICKEL COVER 22



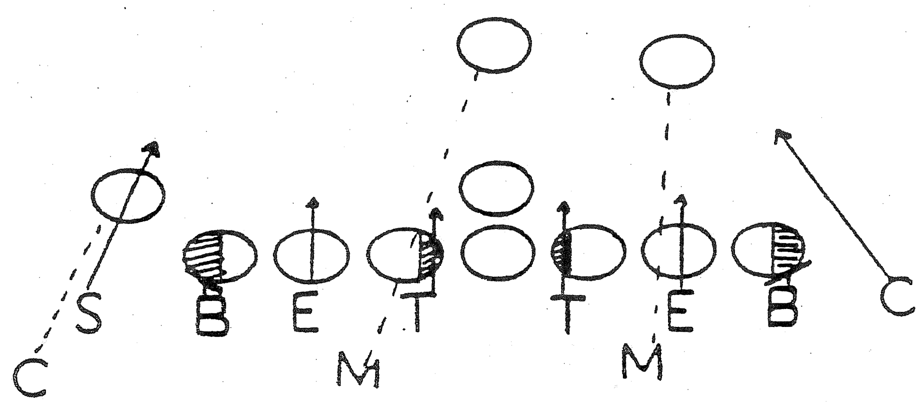


GOALLINE BLITZ



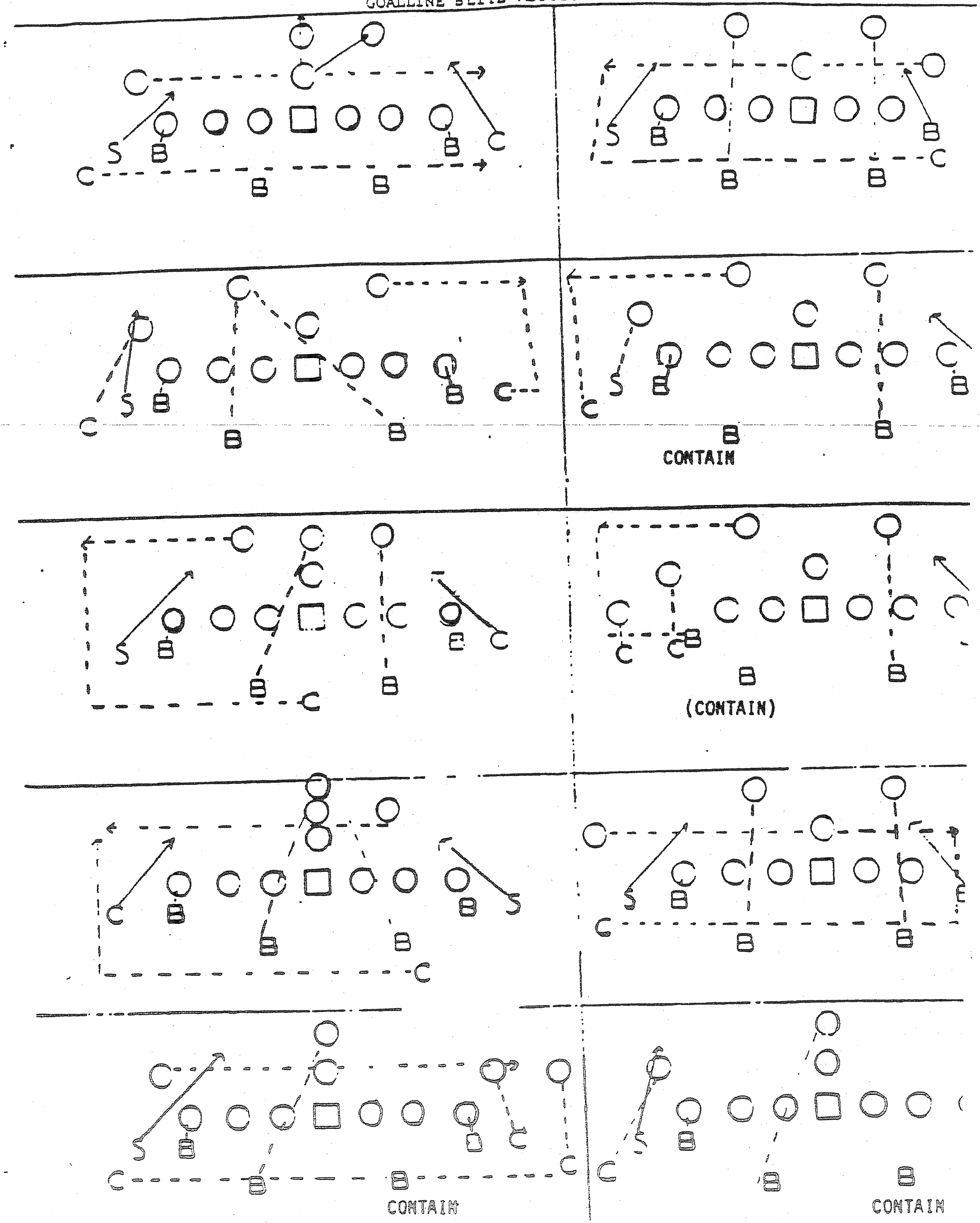
POSITION	ALIGNMENTS	KEY	RESPONSIBILITY
STRONG CORNER	1 YD. DEEP 1½ YD OUTSIDE OF WING OR PRESS W/ INSIDE POSITION ON Z.	WING SET TO NEAR BACK OR Z	PASS 1. Drop back or flow Strong - in and out w/Mac on Z & F. 2. Flow Weak - Man for Man on Z. 3. Open formation - M/M on Z. 4. Any trips M/M #1 strong. RUN - Fill in or out off of Strong Safety. C.P. - Possible exchange of responsibilities with Strong Safety by call. No exchange with open formation.
WEAK CORNER	2½ YARD OUTSIDE OR PRESS WITH INSIDE POSITION X	NEAR BACK OR X	PASS 1. Contain rush - alter route of Back's release. 2. Any double formation Cover #1 M/m (press). RUN 1. Cleo Force. 2. Blitz
STRONG SAFETY	WING SET 1 YARD OUTSIDE WING ON LOS. 2 YDS OPEN 2½ YARDS OUTSIDE OF Y ON LOS.	WING TO NEAR BACK NEAR BACK	PASS 1. Charge thru outside of Wing. 2. Contain rush - alter route of Back's release. 3. Trips - Cover #3 strong M/M. C.P. - Possible exchange of responsibilities with Strong corner by call. Lock coverage on #1 with exchange call. RUN - Sky - Force.
MAC	DEPENDS ON FORMATION AND CALL	NEAR BACK	1. Read near back and fill "B" or "C" thru to "D" Gaps on flow strong. 2. Flow weak "B" Gap to ball. 3. Pass in and out on "Z" and "F" with Strong Corner. (Storm Call). 4. With change call, lock coverage on F. 5. Flow weak - work to middle for formation pick up 1st crosser M/M. 6. Trips - Contain - Direct, Fast, Slow Read.
MIKE	DEPENDS ON FORMATION AND CALL	NEAR BACK	1. Read near back and fill "B" or "C" thru to "D" Gap on flow weak. 2. Flow strong "B" Gap to ball. 3. Pass - M/M #2 weak. 4. Flow strong - work to middle of formation and pick up 1st crosser M/M. 5. Double, Blizzard or Ace - contain. Direct Fast or slow read.

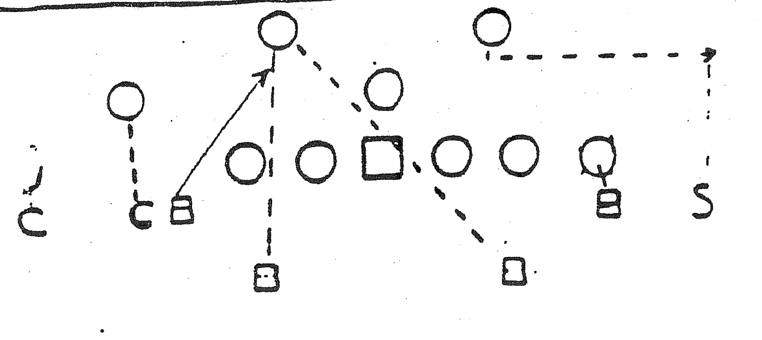
GOALLINE - BLITZ

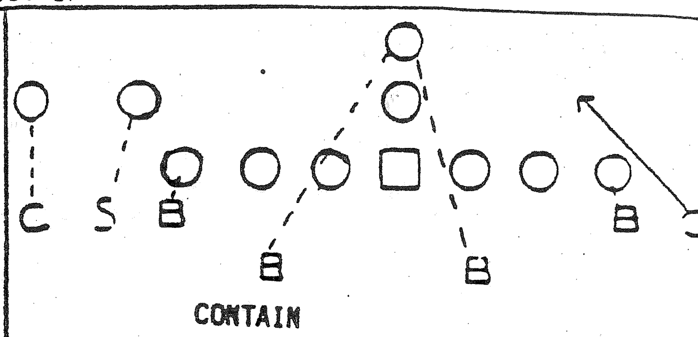


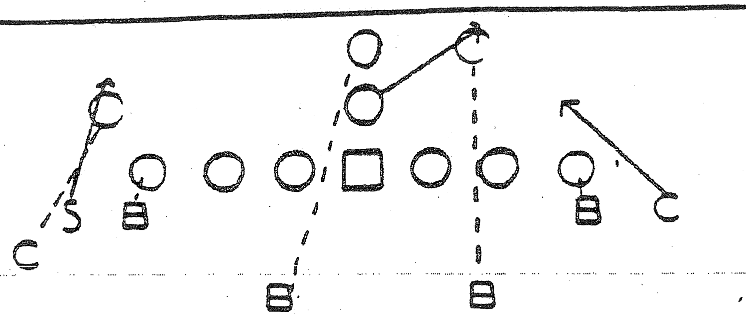
POSITION	ALIGNMENTS	KEY	RESPONSIBILITY
ENDS	5-ALIGNMENT	BALL FOR MOVEMENT TACKLE FOR READ	1. Aggressive charge low and hard thru tackle. 2-Gap technique. 2. Penetrate - create LOS in offensive backfield. 3. Responsible "C" Gap, don't be washed down. 4. Ignore outside pulls of Tackle. 5. Squeeze "B" Gap plays away.
TACKLES	1-ALIGNMENT	BALL FOR MOVEMENT CENTER FOR READ	1. Aggressive charge low and hard inside knee of Guard keying center for blocking pattern. 2. Penetrate - create LOS in offensive backfield. 3. Responsible - "A" Gap. 4. Can't be reached by Center. 5. Ignore outside pull of Guard. 6. Don't be washed down by Guard.
STRONG BACKER	SLIGHT OUTSIDE SHADE	TITE END	RUN 1. Tough 2 Gap technique thre T.E. 2. Y Open - Blitz (change call). PASS 1. T.E. Man to Man (take call) - alert for sneak and reverse sneak by Tight End. 2. Trips M/M #3.
WEAK BACKER	SLIGHT OUTSIDE SHADE	TITE END	RUN 1. Tough 2 Gap technique thru T.E. 2. X Open - Blitz. PASS 1. Man to Man (take call). 2. X Open - Blitz. 3. Double, Blizzard and Ace #2 Weak M/M.

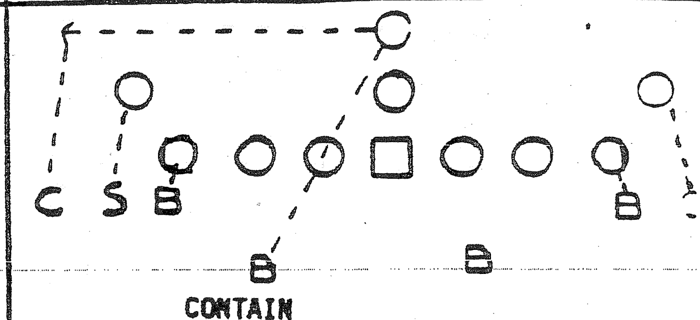
GOALLINE BLITZ ADJUSTMENTS

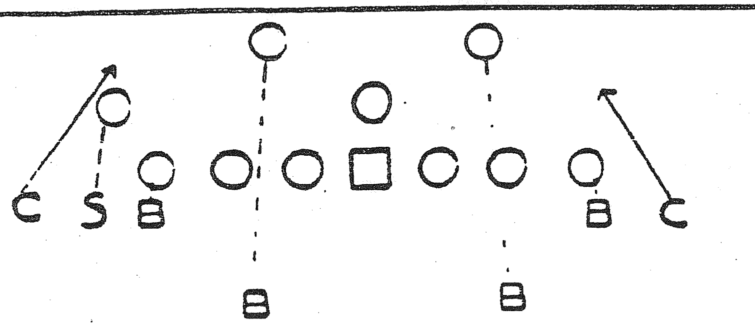


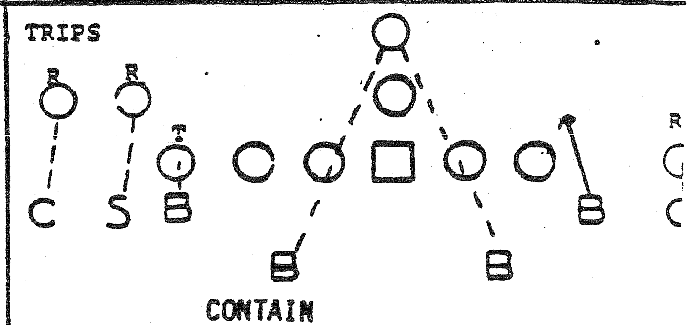






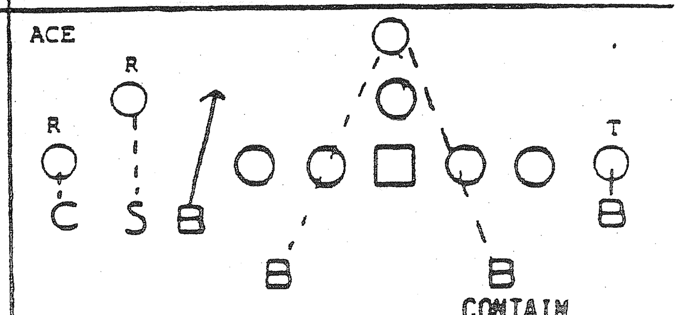


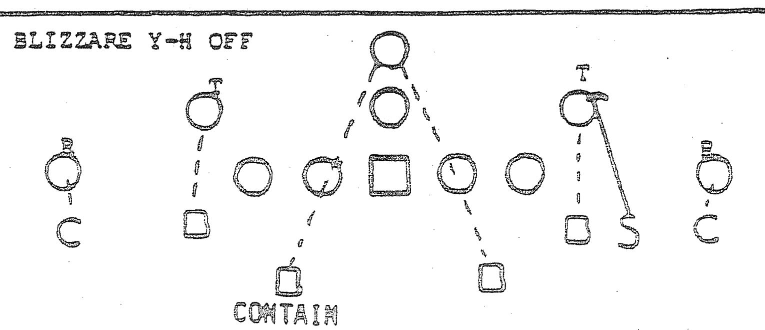


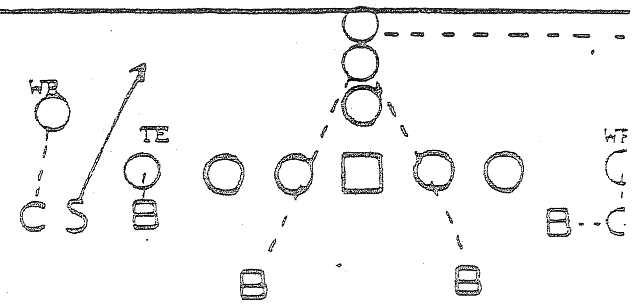


EXCHANGE CALL

1. Strong Corner & Strong Safety exchange assignments.
2. With Z Motion - Exchange call off - play basic G.L. blitz.
3. With one back - exchange call off - play basic G.L. blitz.







Backer & Corner take most dangerous Receiver.